

FIG.1

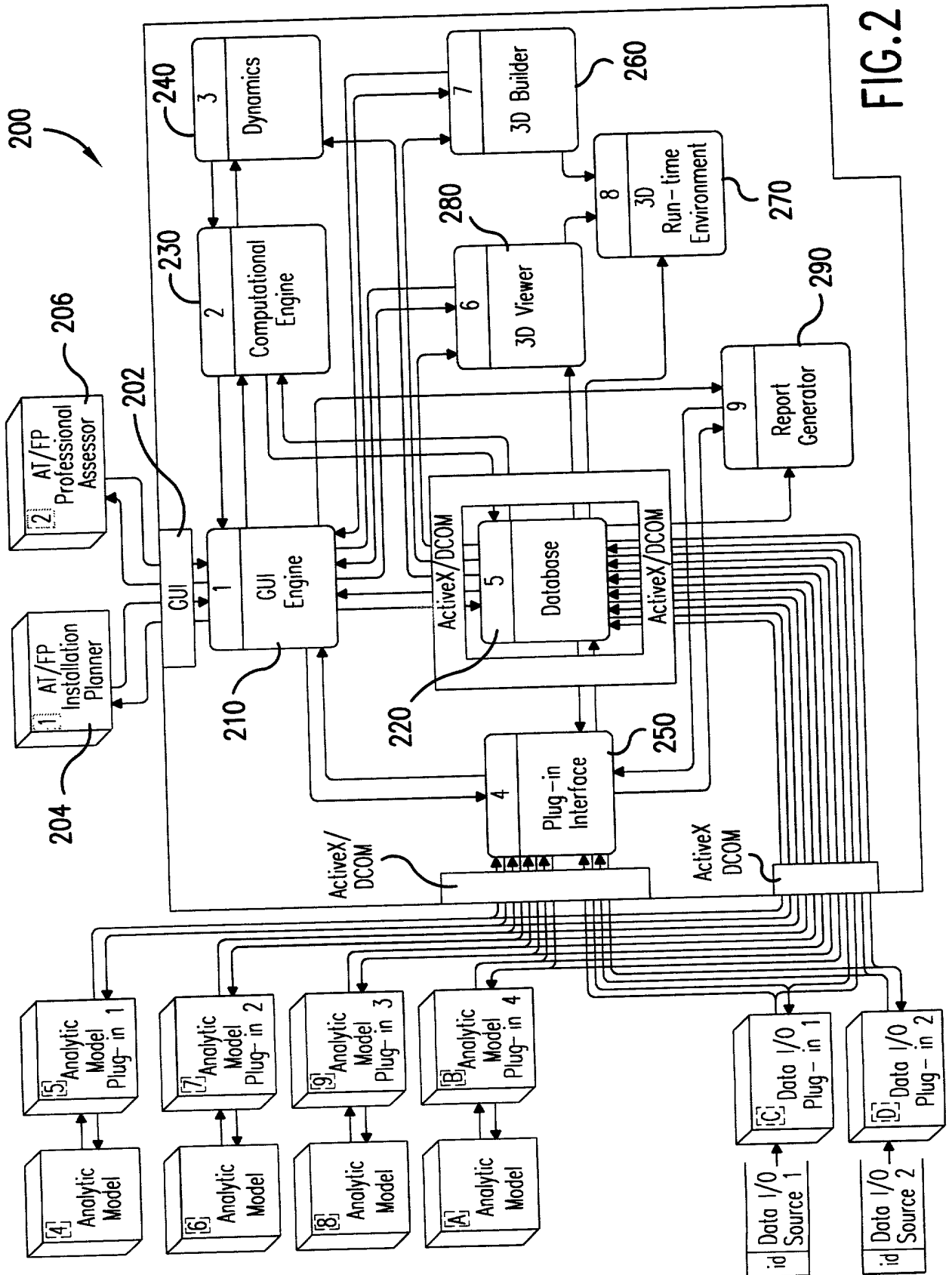


FIG. 2

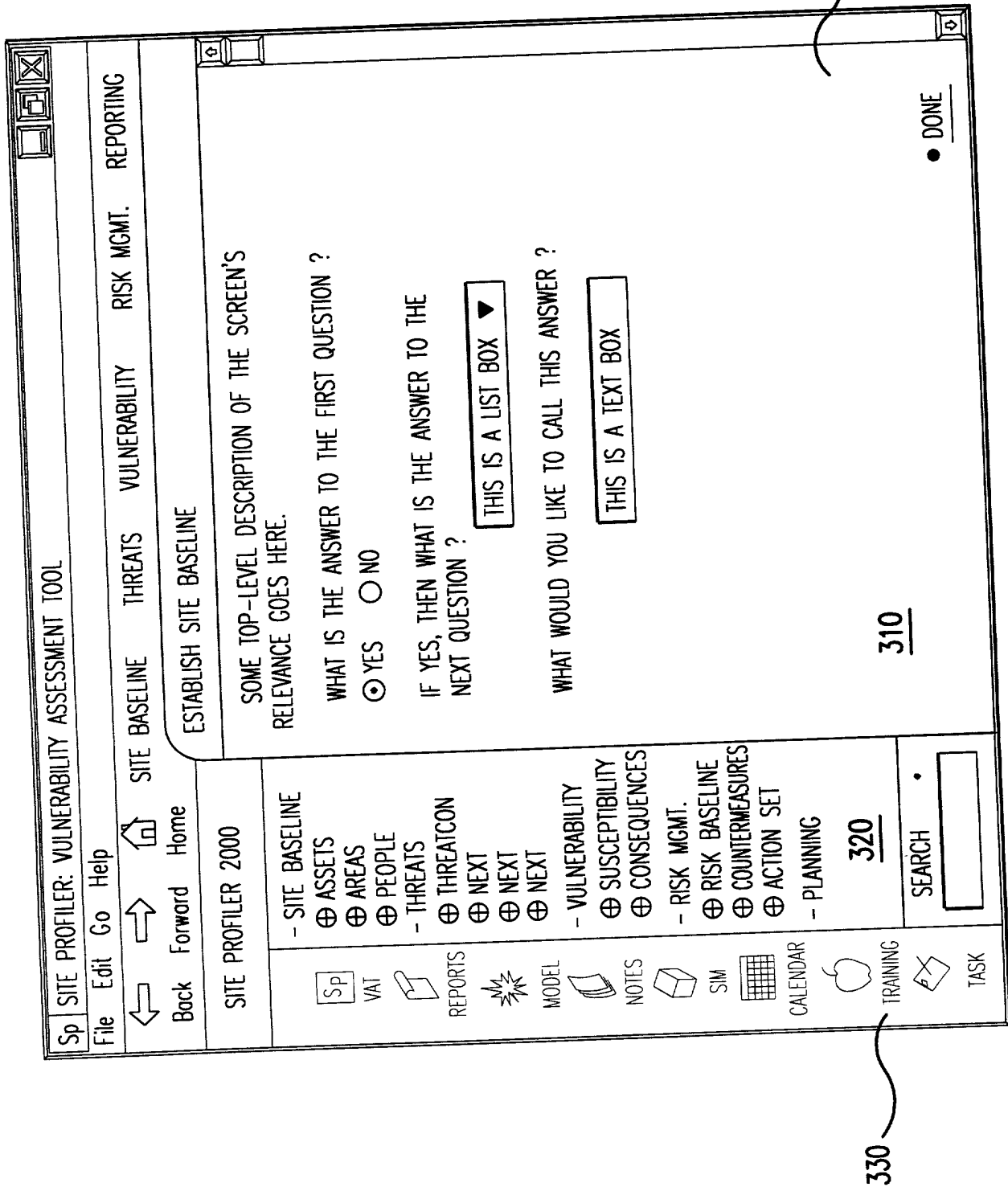


FIG.3

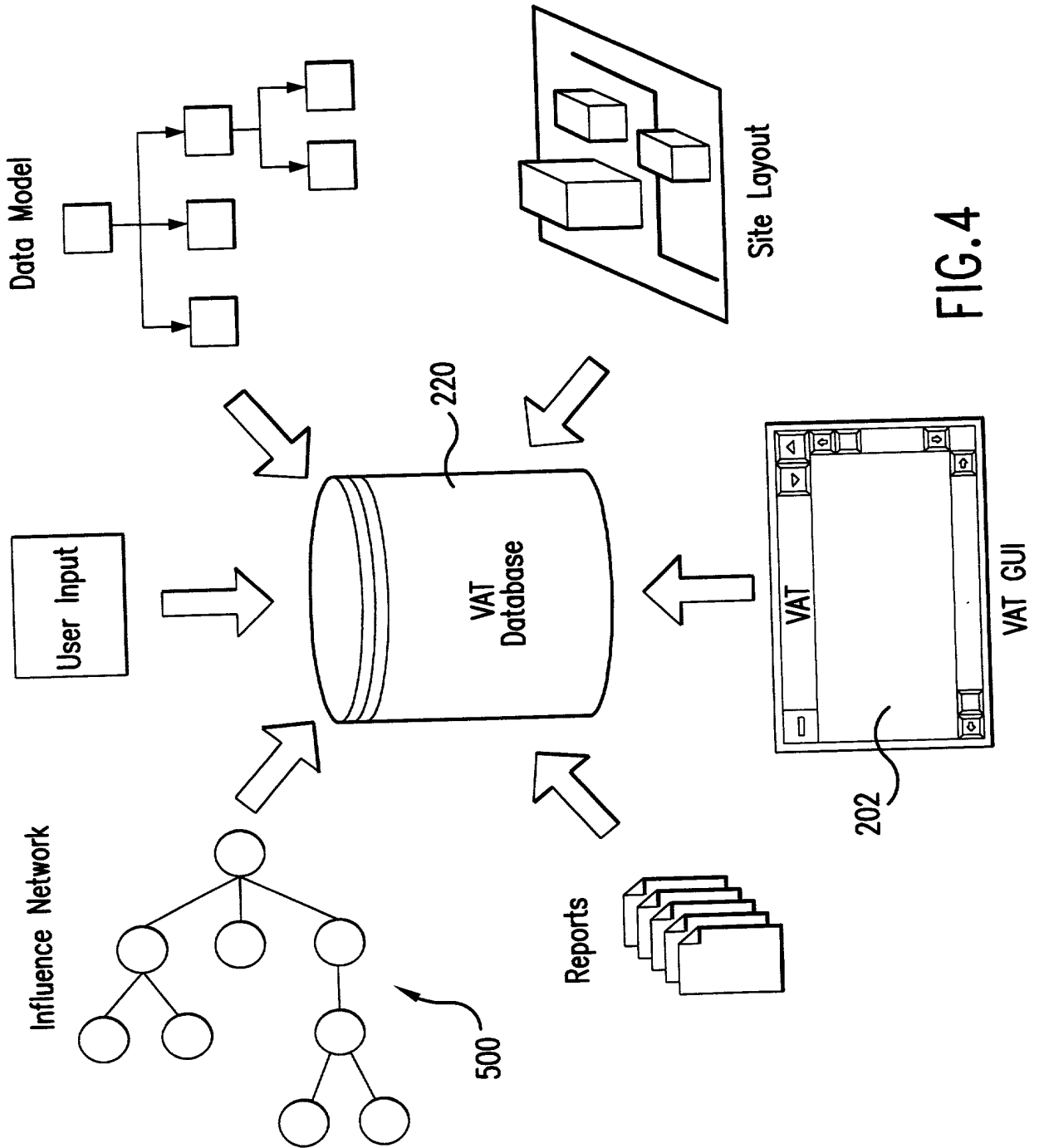


FIG. 4

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500

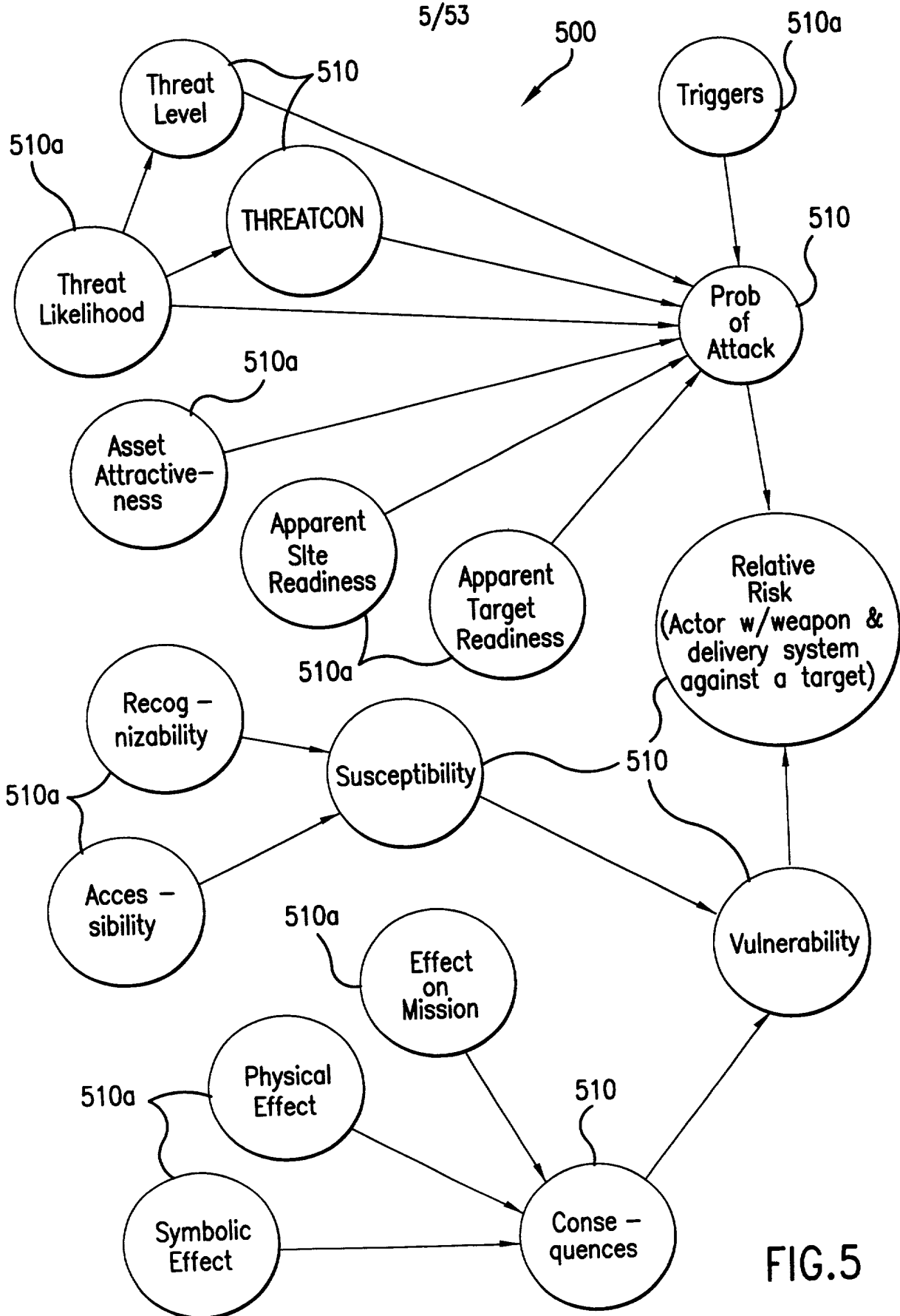


FIG.5

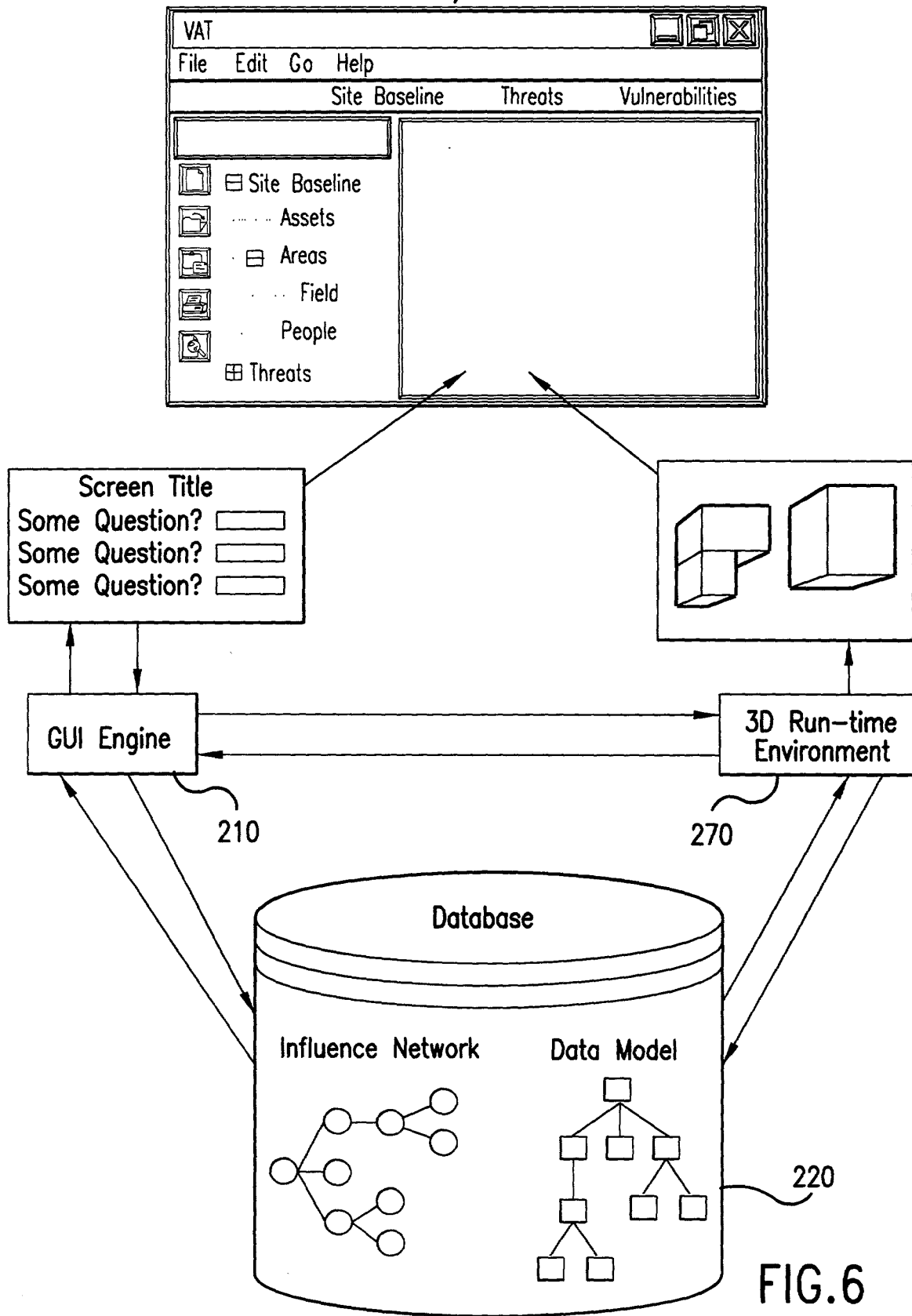


FIG.6

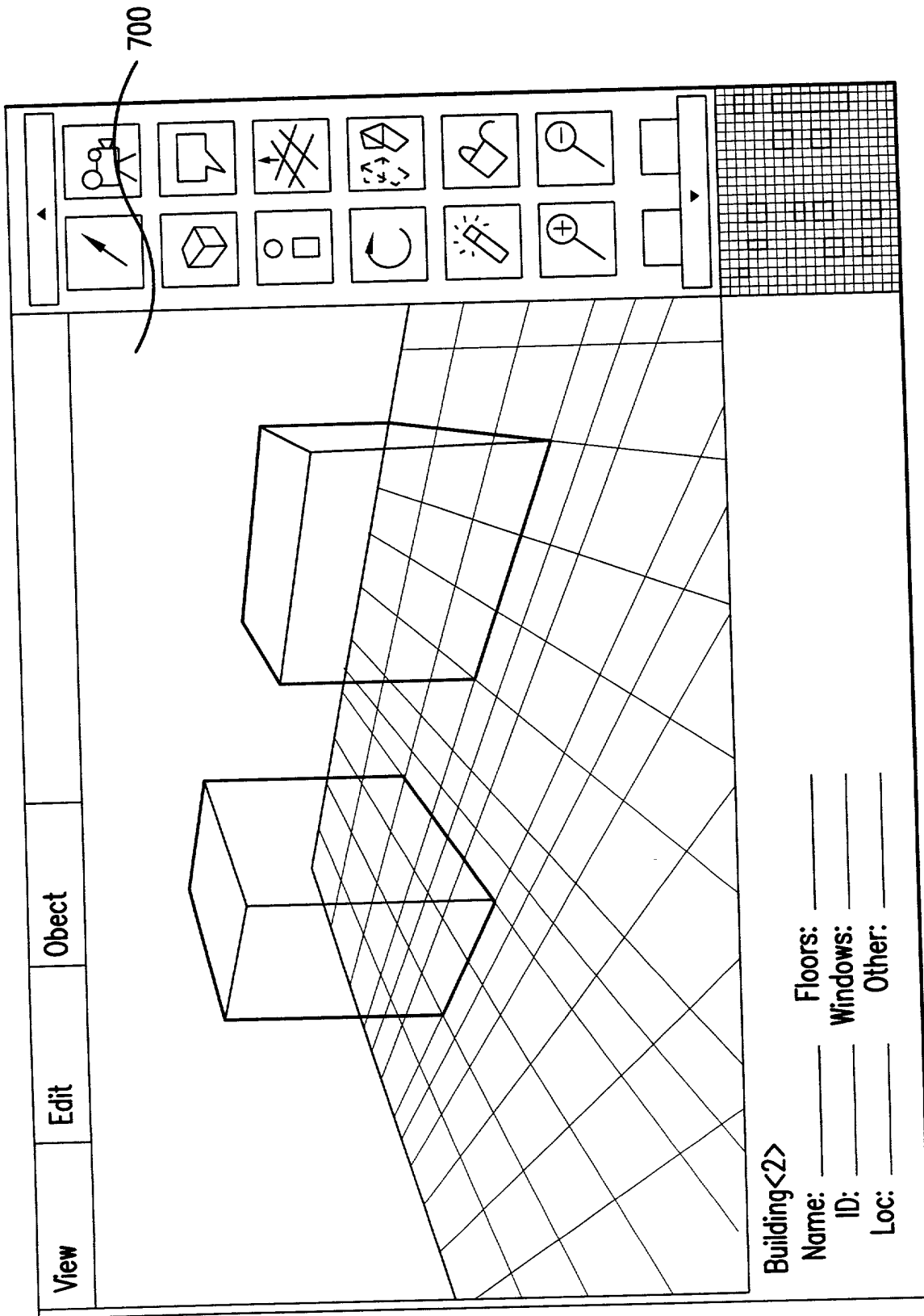


FIG.7

801

Risk Summary Table

WEAPON	DELIVERY SYSTEM	TARGETS	PROB. OF ATTACK	SUSCEPTIBILITY	CONSEQUENCES	PASSIVE COUNTERMEASURES
500LB BOMB	CAR	HEAD-QUARTERS	HIGH	MOD	HIGH	ID CHECK
500LB BOMB	TRUCK	DLA HQ BLDG	MOD	HIGH	HIGH	FRF, WALL
ANTHRAX	AEROSOL	FT. BELVOIR	LOW	MOD	HIGH	DETECTORS PPC

## Site Profiler Risk Assessment

## RISK ASSESSMENT:

THE LIKELIHOOD OF VEHICULAR BOMBS TO FT. BELVOIR IS HIGH.  
YOUR MOST ATTRACTIVE TARGETS ARE:

- BUILDING 2120, DLA HQ
- BUILDING 600, NVESD LAB
- BUILDING 1900, INSEAM HQ
- BUILDING 20, GENERAL QUARTERS <WHY?>

OF THESE TARGETS, DLA HQ IS THE MOST SUSCEPTIBLE.

THE CONSEQUENCES OF A VEHICULAR BOMB AT ALL OF THESE ASSETS IS EXTREMELY HIGH DUE TO:

- VIP'S <WHY?>
- MISSION IMPORTANCE <WHY?>
- POPULATION <WHY?>
- RECOVERABILITY <WHY?>

• MORE• RISK TABLE• DONE

803

802

FIG.8



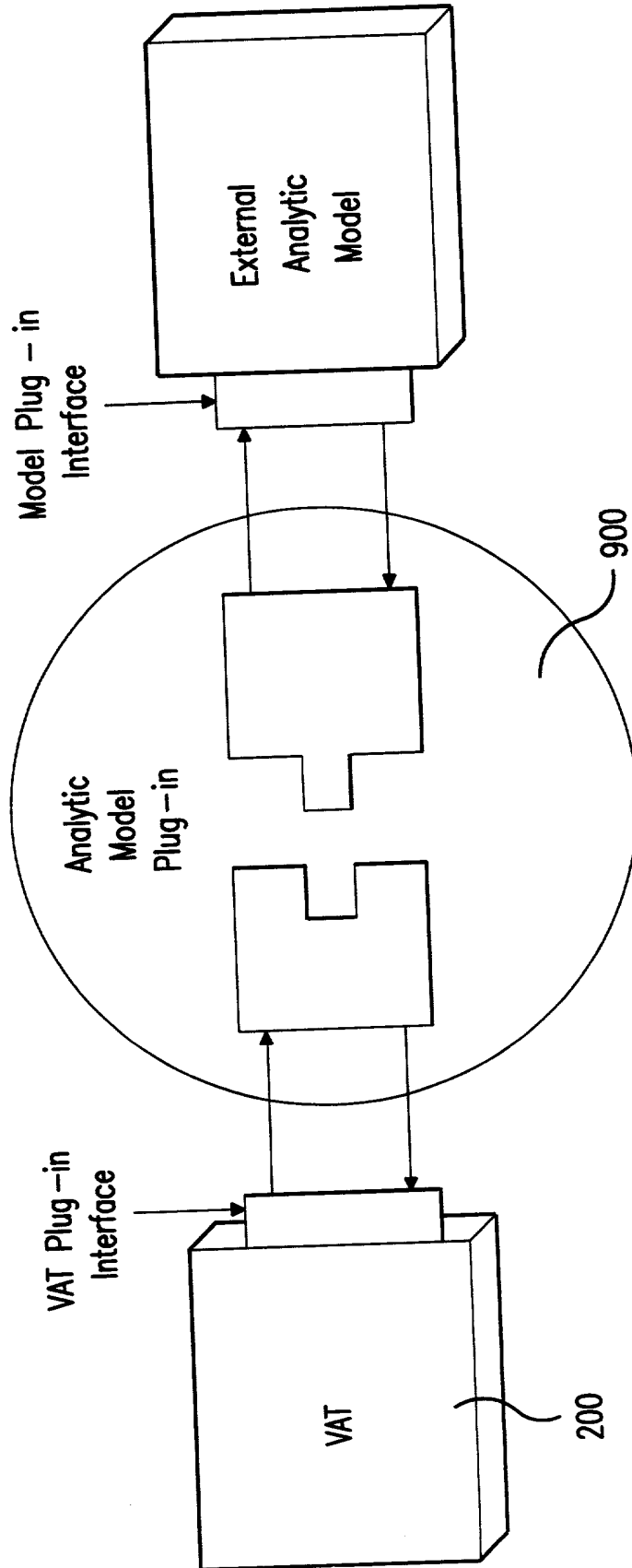


FIG. 9

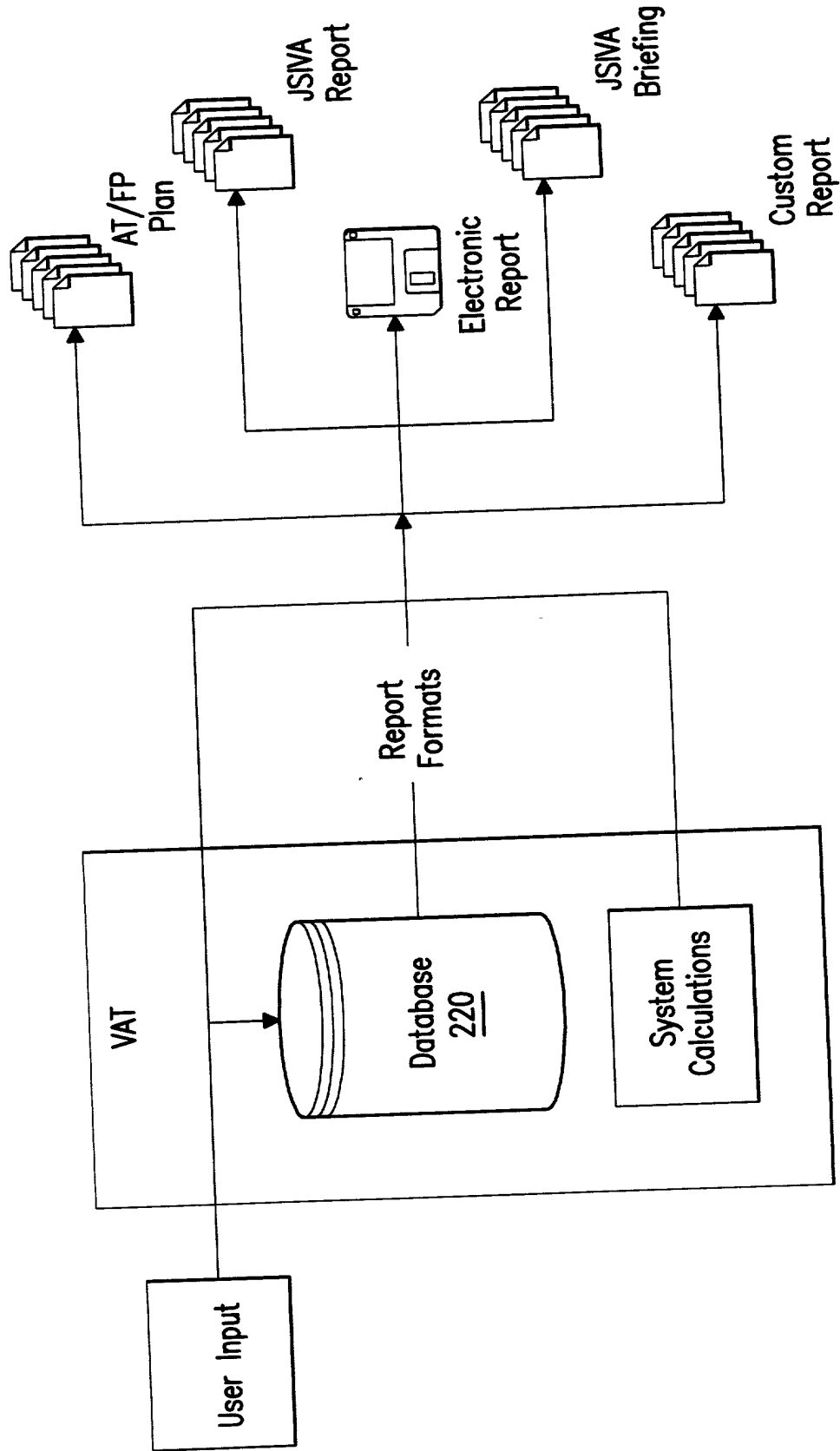


FIG.10

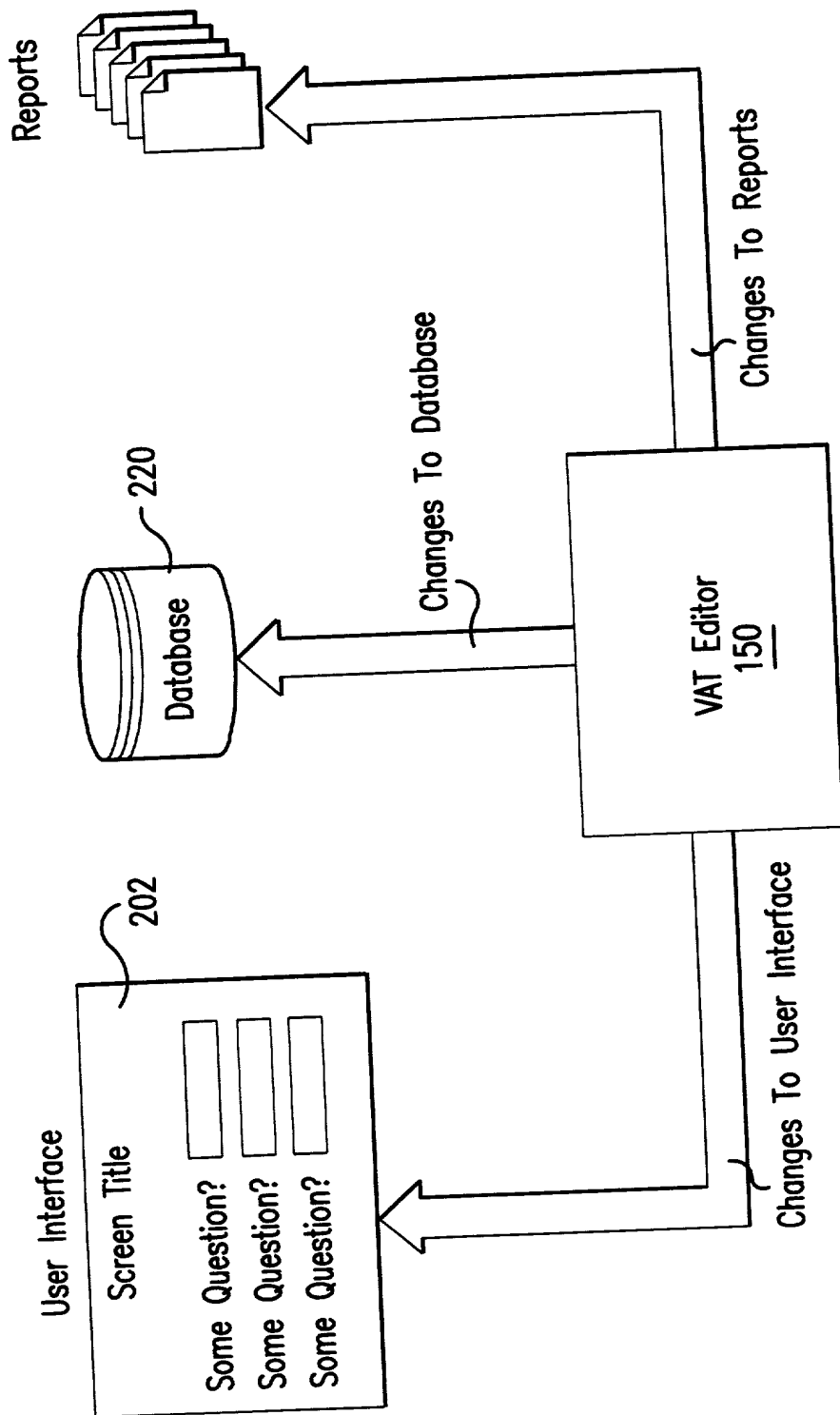


FIG.11

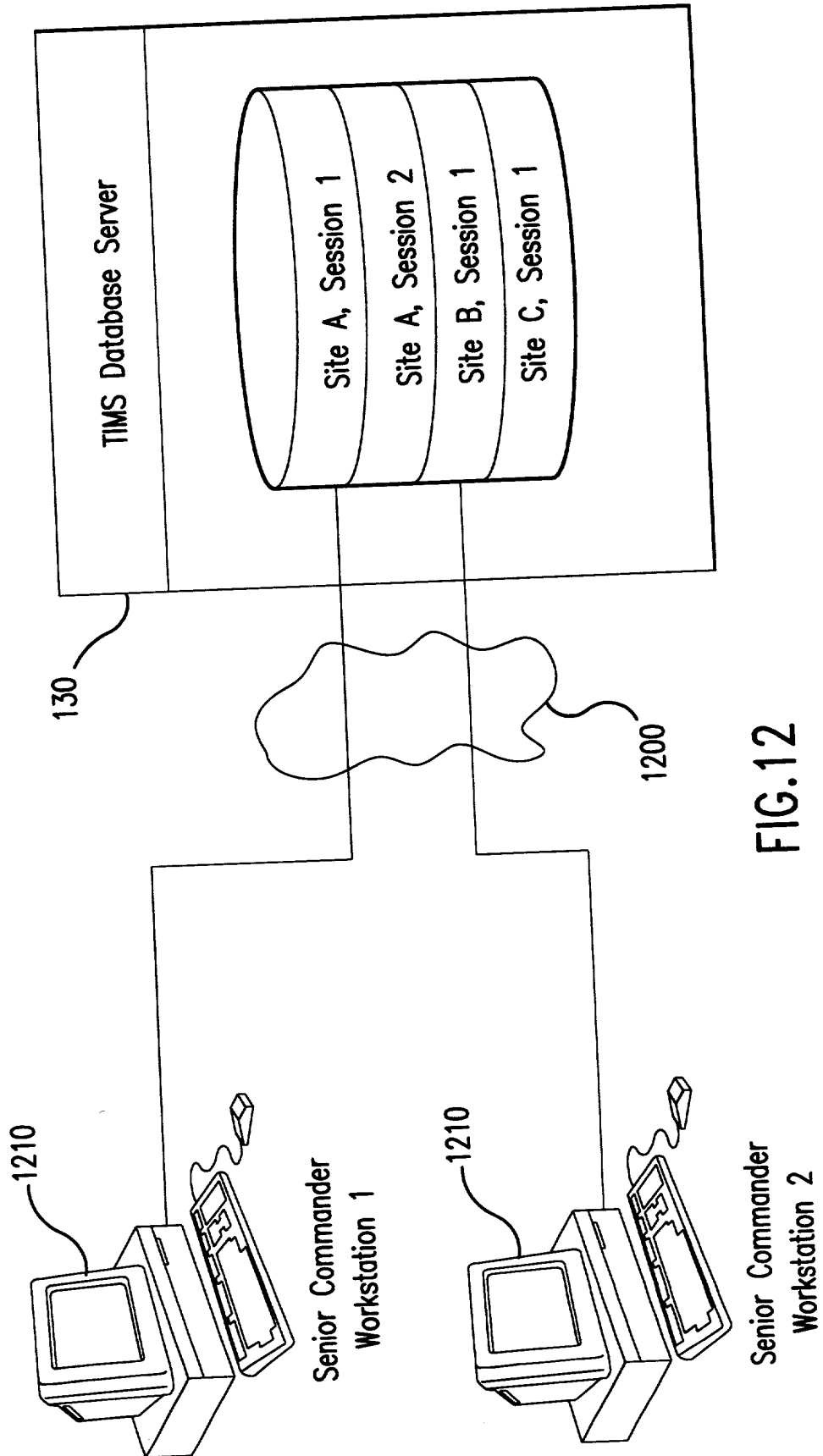


FIG.12

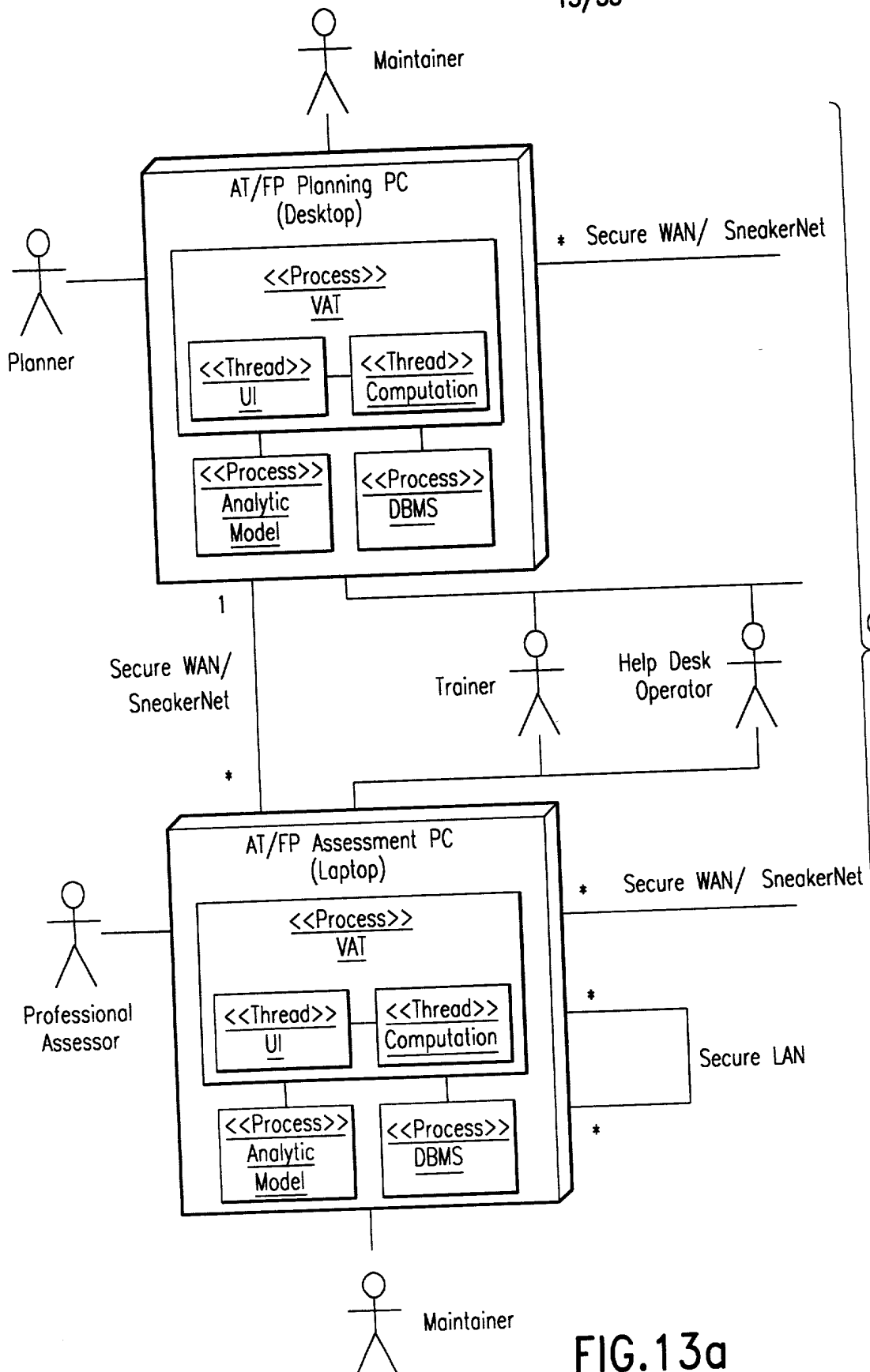
CONTINUED  
ON  
FIG.13b

FIG.13a

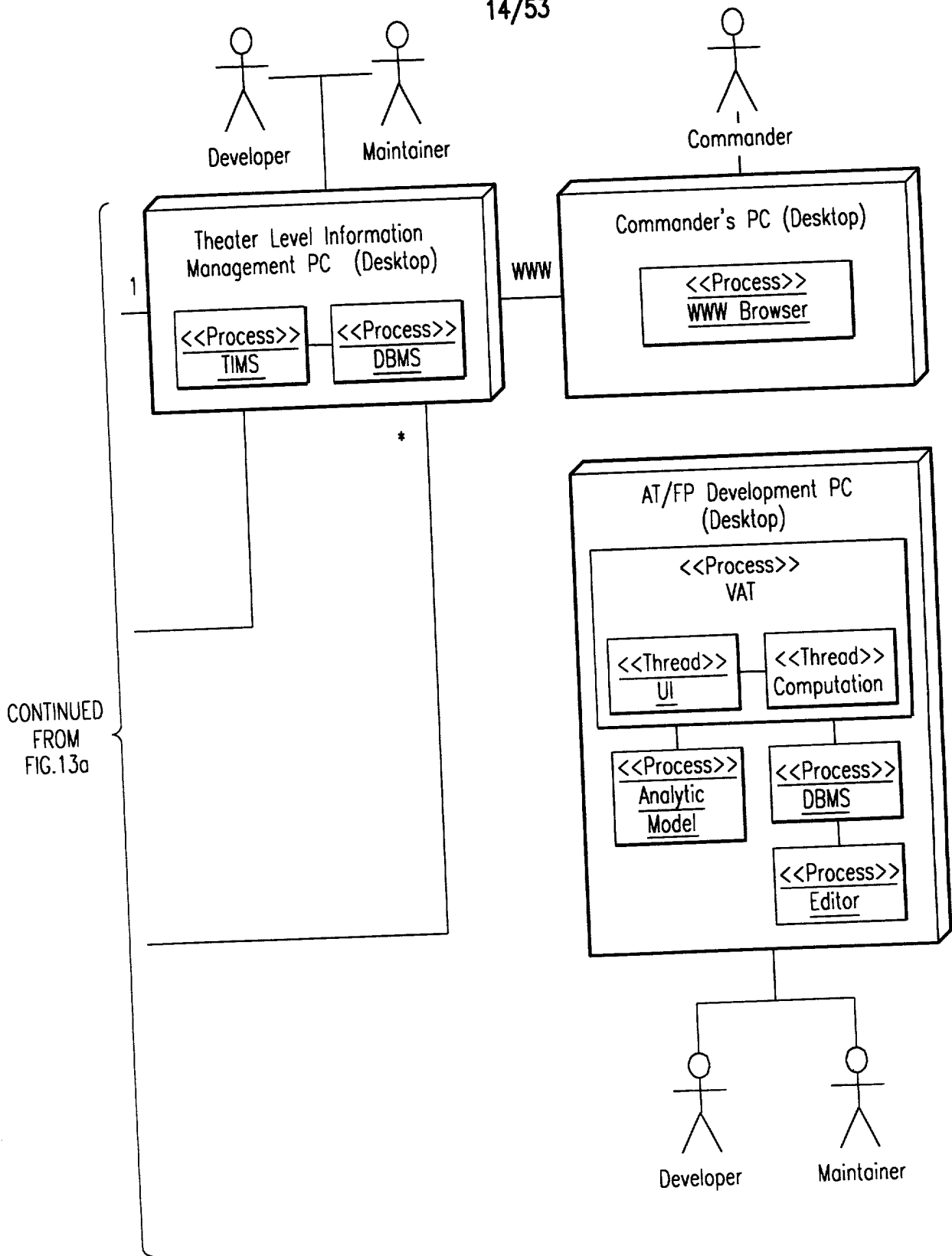


FIG. 13b

### Asset Attractiveness

IN ORDER TO ASSESS THE ATTRACTIVENESS OF THIS ASSET TO A TERRORIST, YOU WILL NEED TO DESCRIBE THE FOLLOWING FEATURES OF THE ASSET:

- PROXIMITY TO OTHER IMPORTANT ASSETS
- POPULATION
- DEMOGRAPHICS
- RECOGNIZABILITY
- ACCESSIBILITY
- AND IMPORTANCE

EACH OF THESE DESCRIPTIONS WILL IMPACT THE ATTRACTIVENESS OF THE ASSET TO A TERRORIST.

• LET'S GET STARTED

FIG.14

1400

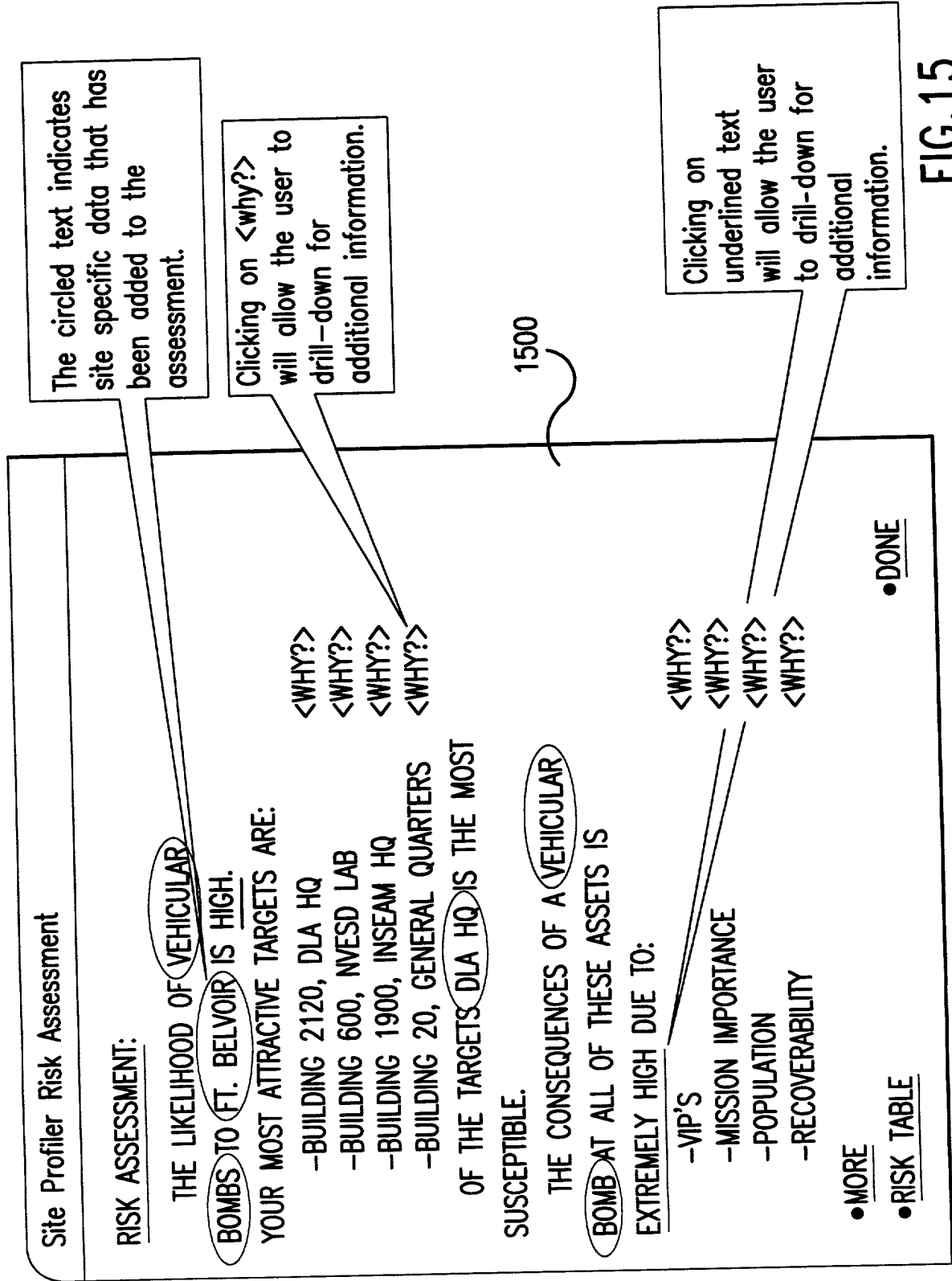


FIG.15



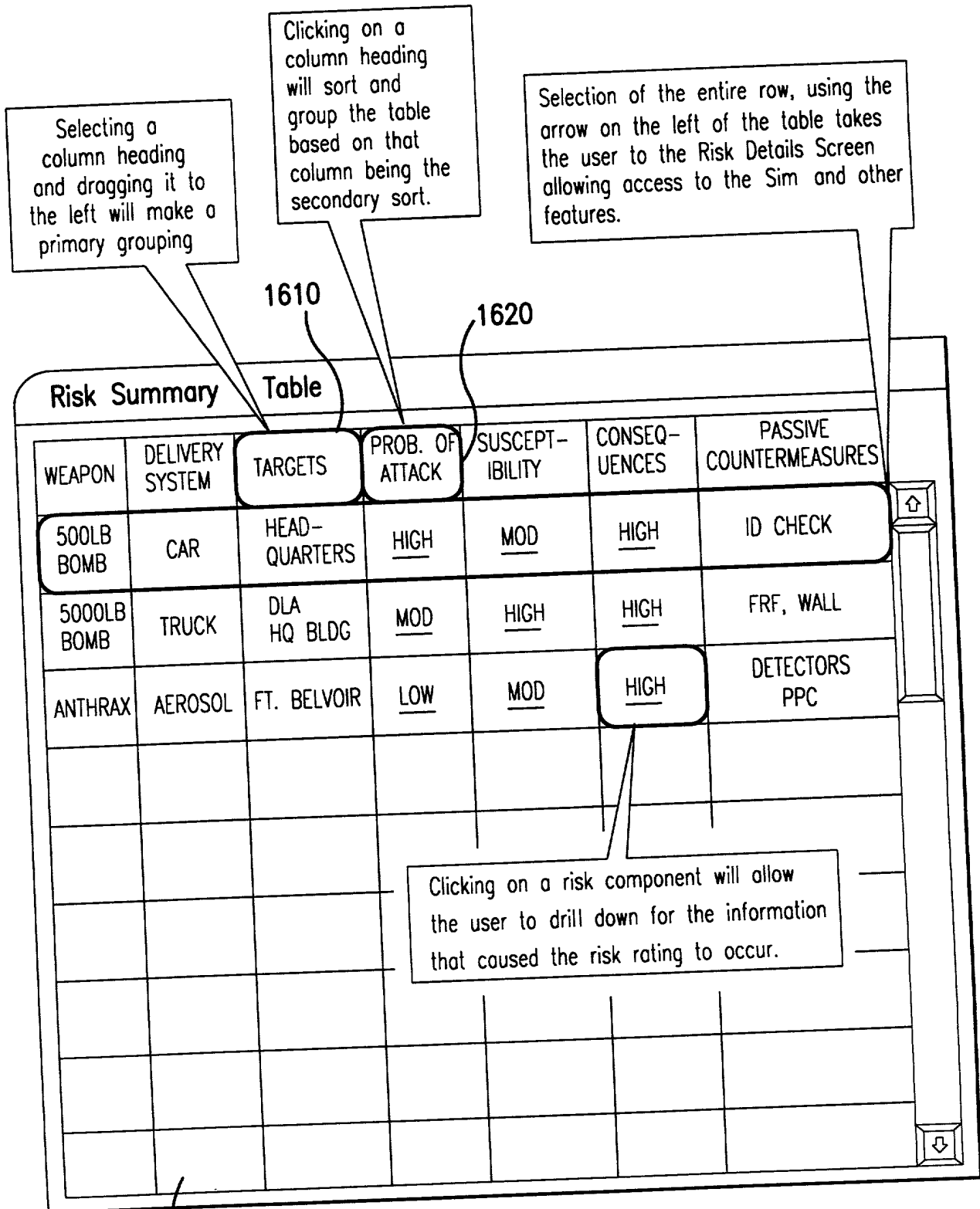


FIG.16

# Prob. of Attack Detail: 500LB Car Bomb

## 1) TARGET: HEADQUARTERS

3 TRIGGERS ARE ACTIVE  
 THE THREAT LEVEL IS HIGH  
 THE THREATCON ALPHA  
 THREAT LIKELIHOOD IS HIGH  
 APPARENT SITE READINESS IS MODERATE  
 APPARENT TARGET READINESS IS LOW

PROB. OF ATTACK: HIGH

<MORE>  
 <MORE>  
 <MORE>  
 <MORE>  
 <MORE>  
 <MORE>

This Screen comes from clicking  
 'on the High' indicator in the Prob of  
 Attack column for the Headquarters.  
 The screen provides information on  
 how the Prob was derived.

## 2) TARGET: DAY CARE CENTER

3 TRIGGERS ARE ACTIVE  
 THE THREAT LEVEL IS HIGH  
 THE THREATCON IS ALPHA  
 THREAT LIKELIHOOD IS HIGH  
 APPARENT SITE READINESS IS MODERATE  
 APPARENT TARGET READINESS IS LOW

PROB. OF ATTACK: MOD

<MORE>  
 <MORE>  
 <MORE>  
 <MORE>  
 <MORE>  
 <MORE>

Clicking on<more>  
 will take the user  
 to further screens  
 with additional  
 details.

PROB. OF ATTACK: \*\*\*\*

## 3) TARGET: \*\*\*\*\*

3 TRIGGERS ARE ACTIVE  
 THE THREAT LEVEL IS HIGH  
 THE THREATCON IS ALPHA  
 THREAT LIKELIHOOD IS HIGH  
 APPARENT SITE READINESS IS MODERATE  
 APPARENT TARGET READINESS IS LOW

<MORE>  
 <MORE>  
 <MORE>  
 <MORE>  
 <MORE>  
 <MORE>

1700

FIG.17

1800

Risk Details: 500LB Car Bomb vs. Headquarters

- ☐ VIEW RISK ITEM DETAILS
- ☐ READ SITE PROFILER RISK ASSESSMENT
- ☐ VIEW SIMULATION OF EVENT
- ☐ ANALYZE COUNTERMEASURES
- ☐ ANALYZE CONSEQUENCES

FIG.18

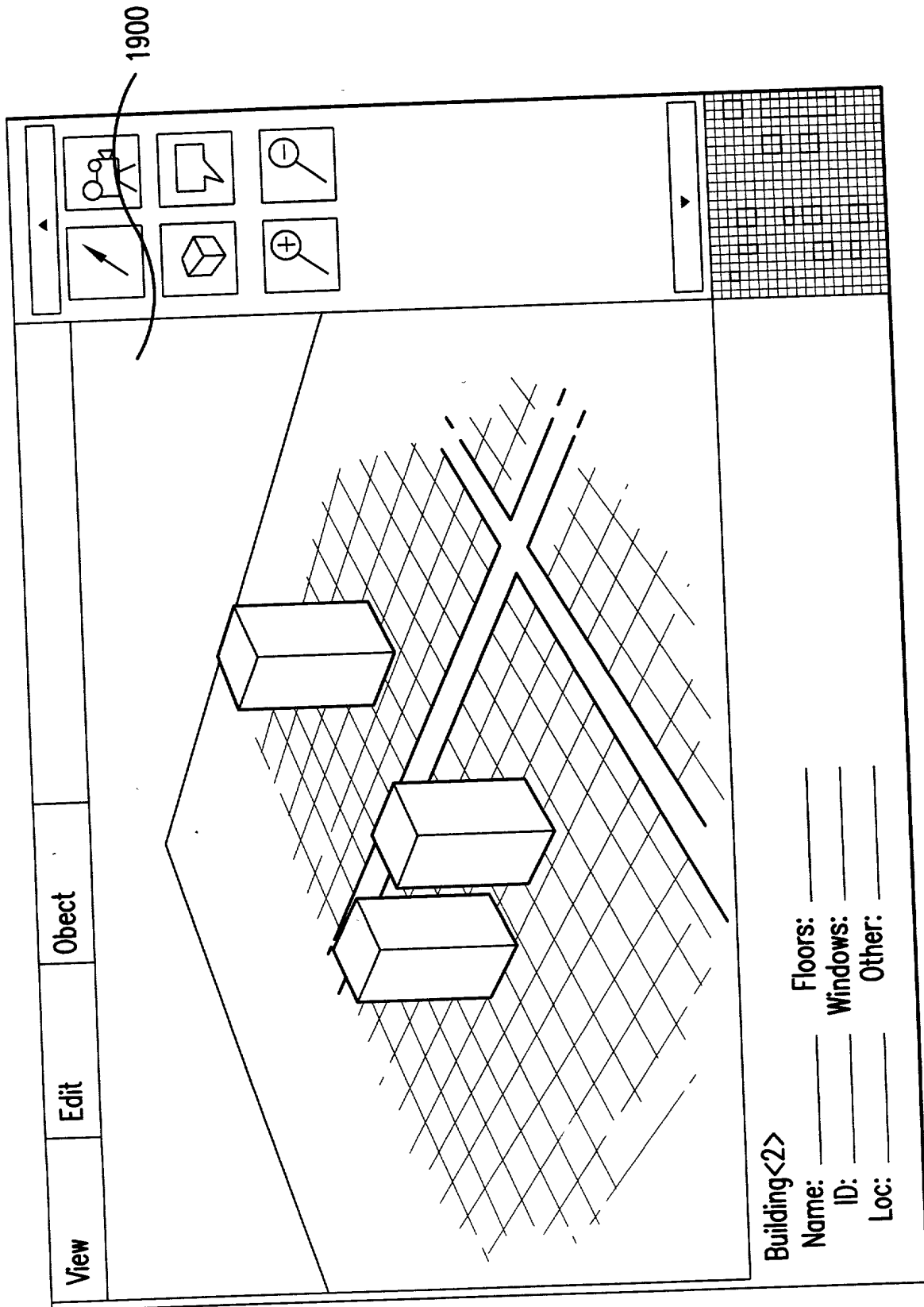
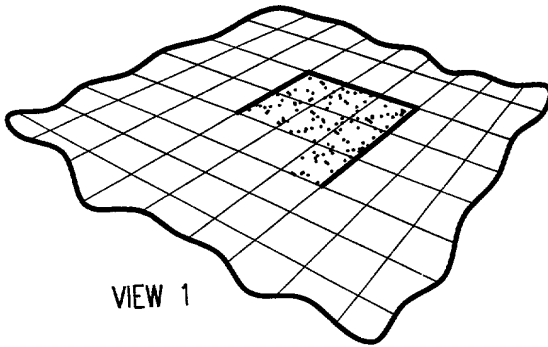
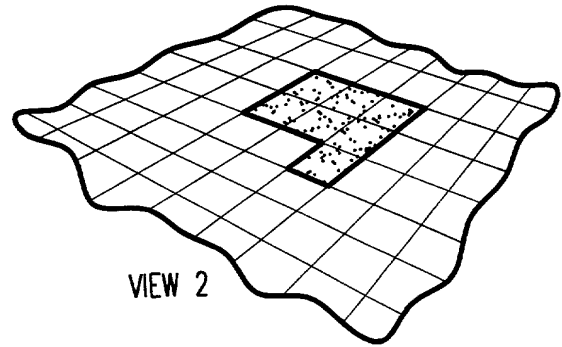


FIG. 19



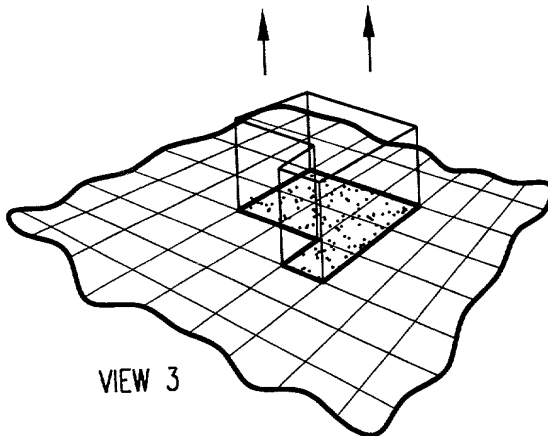
VIEW 1

FIG. 20a



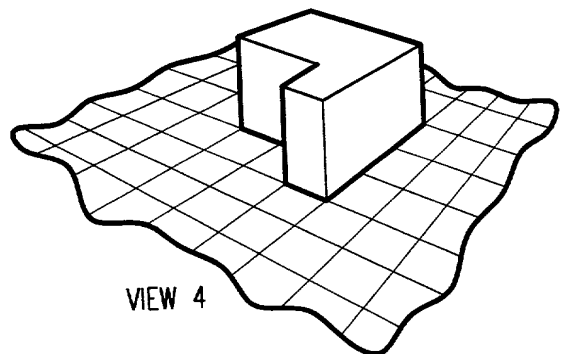
VIEW 2

FIG. 20b



VIEW 3

FIG. 20c



VIEW 4

FIG. 20d

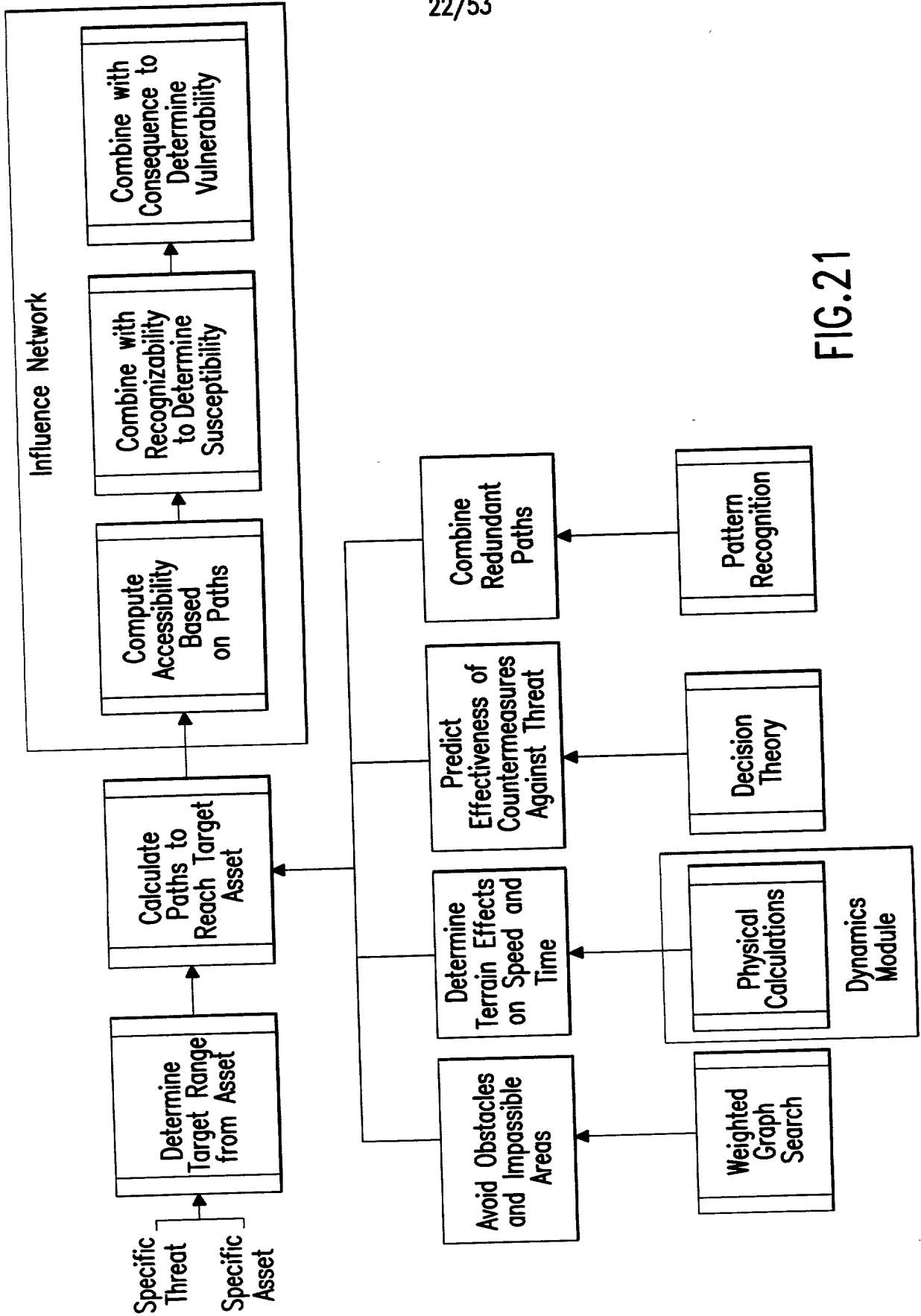


FIG. 21

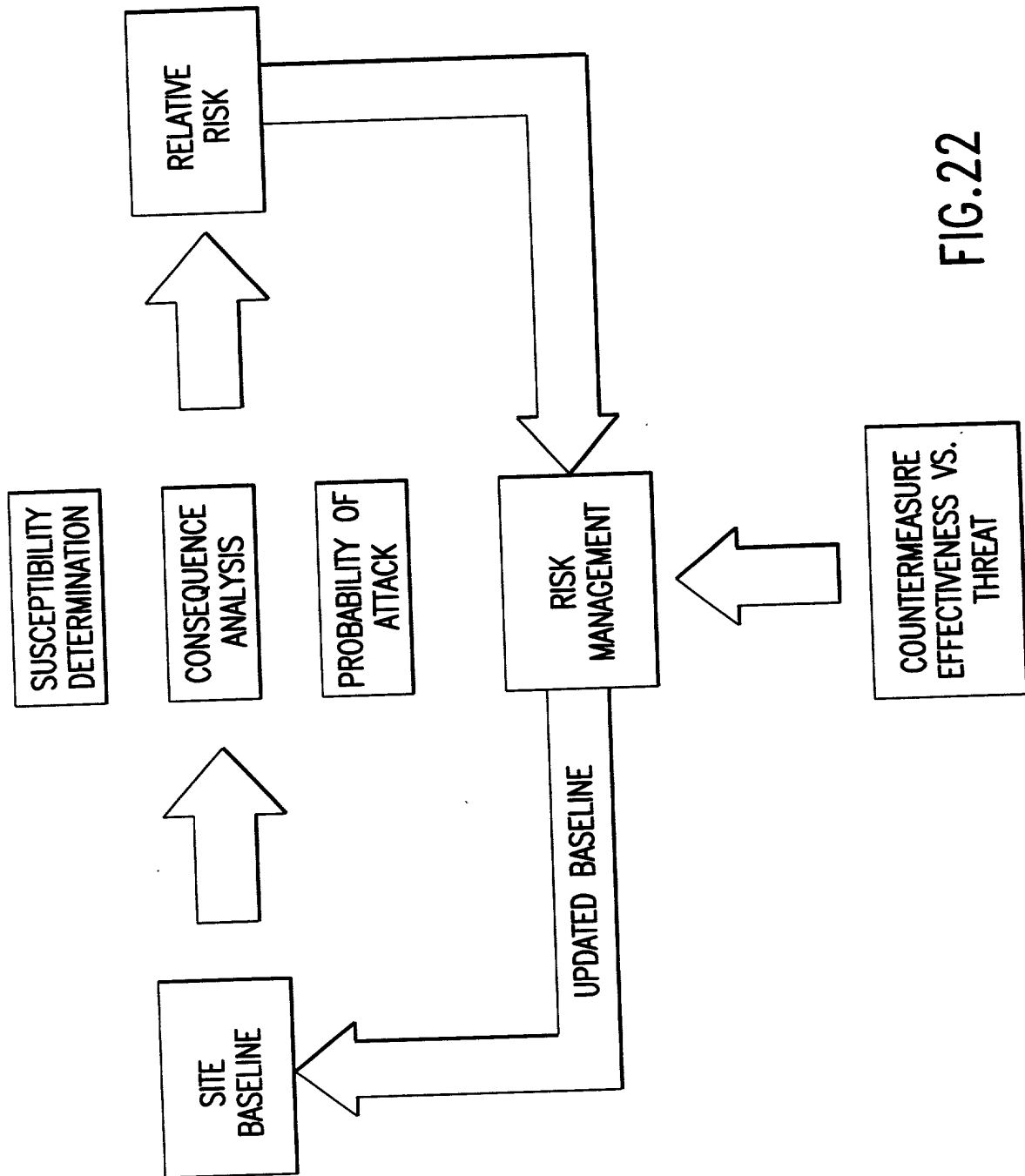


FIG. 22

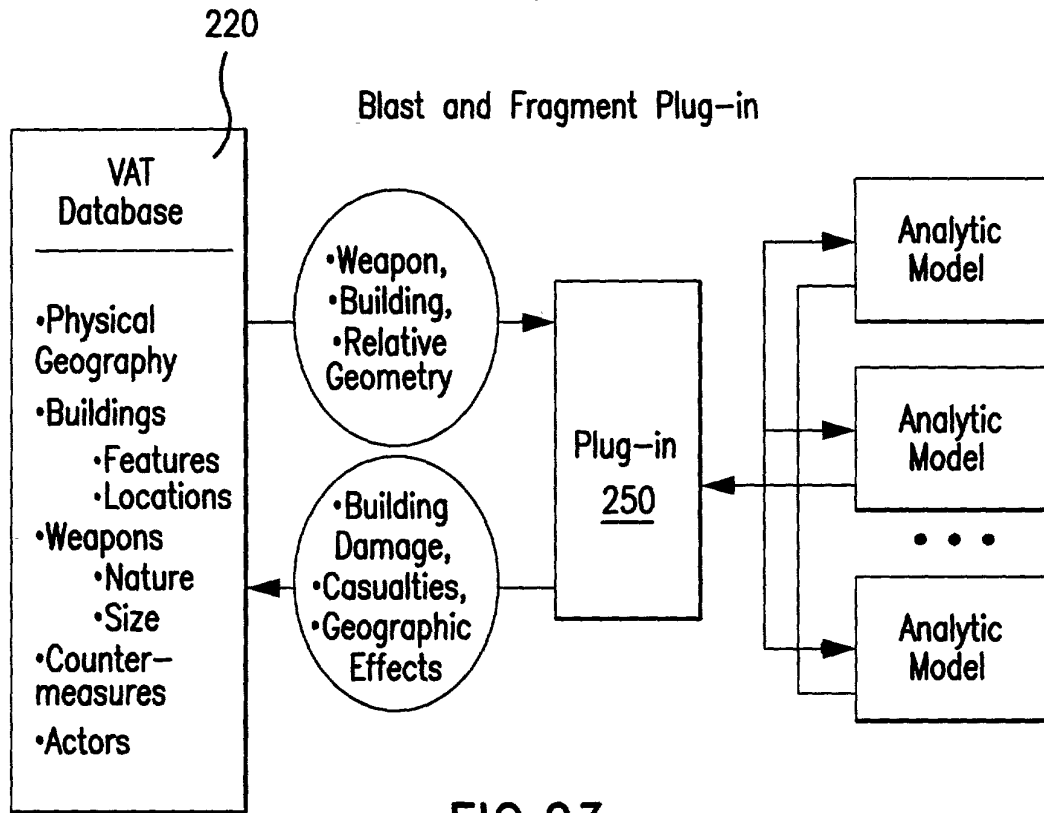


FIG.23

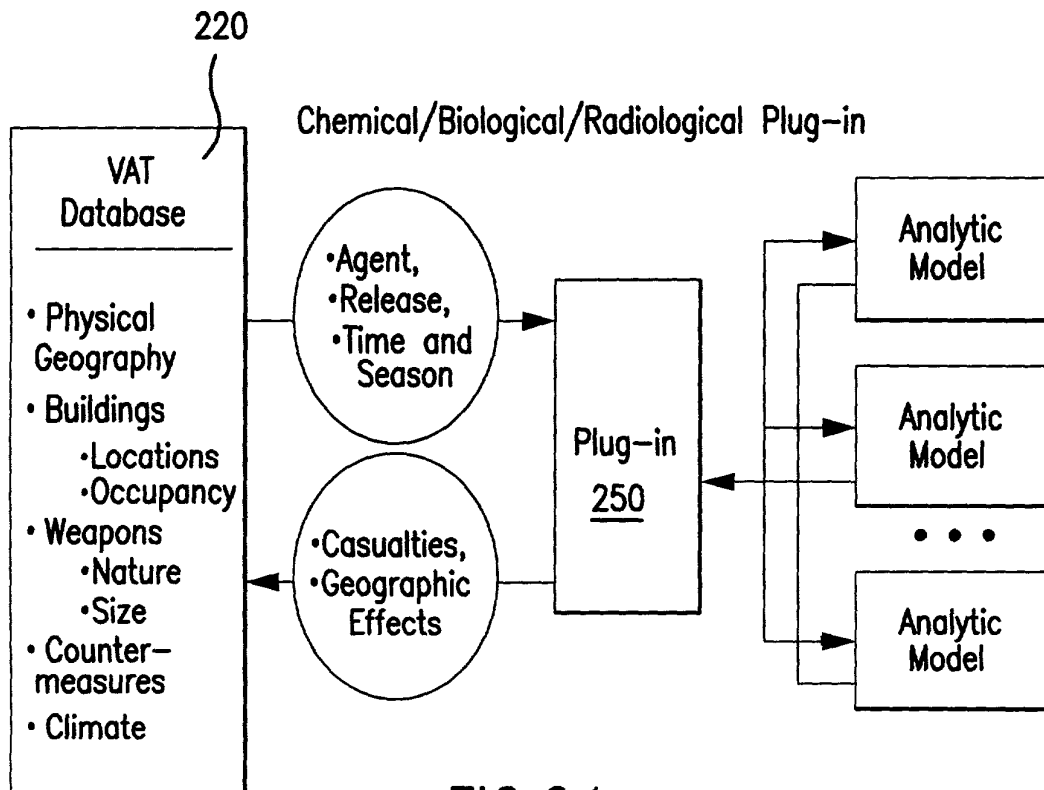


FIG.24



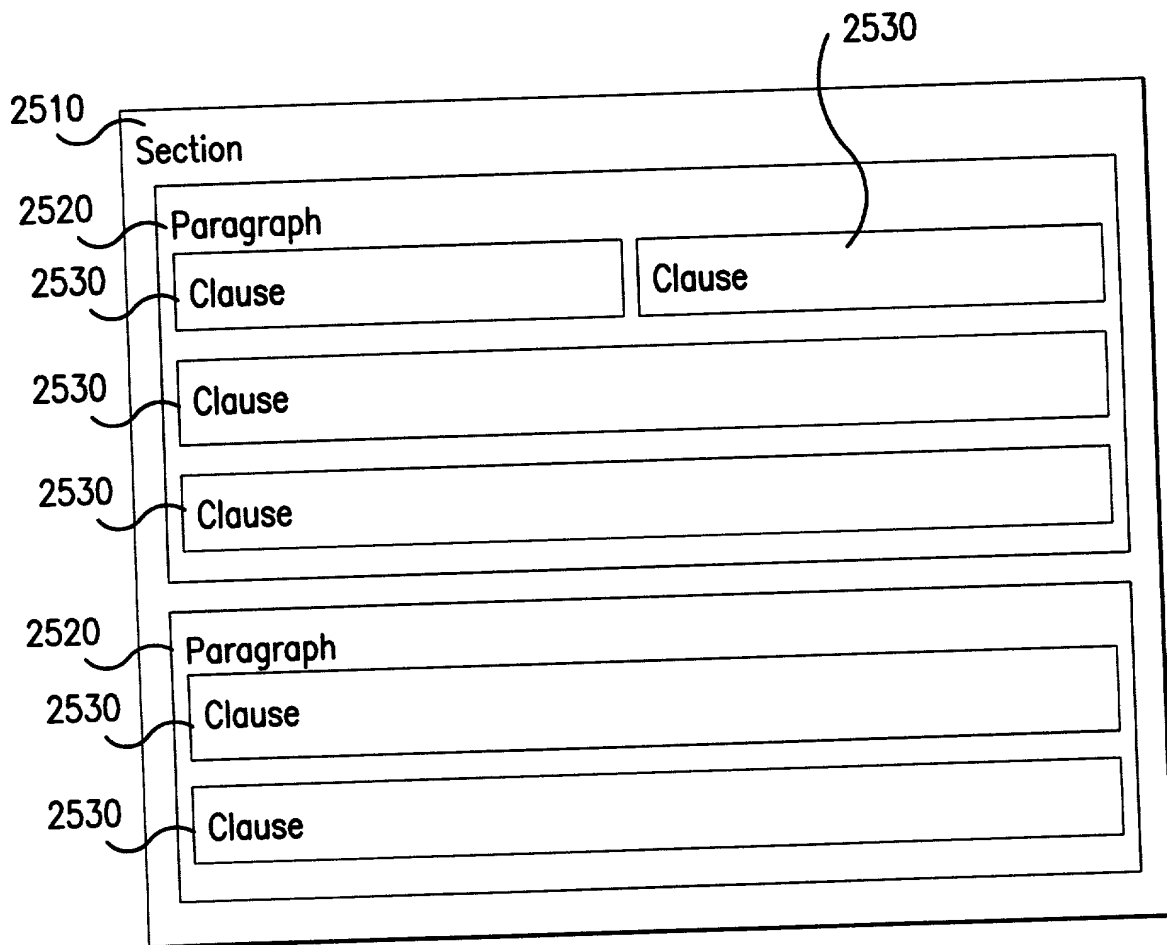


FIG.25

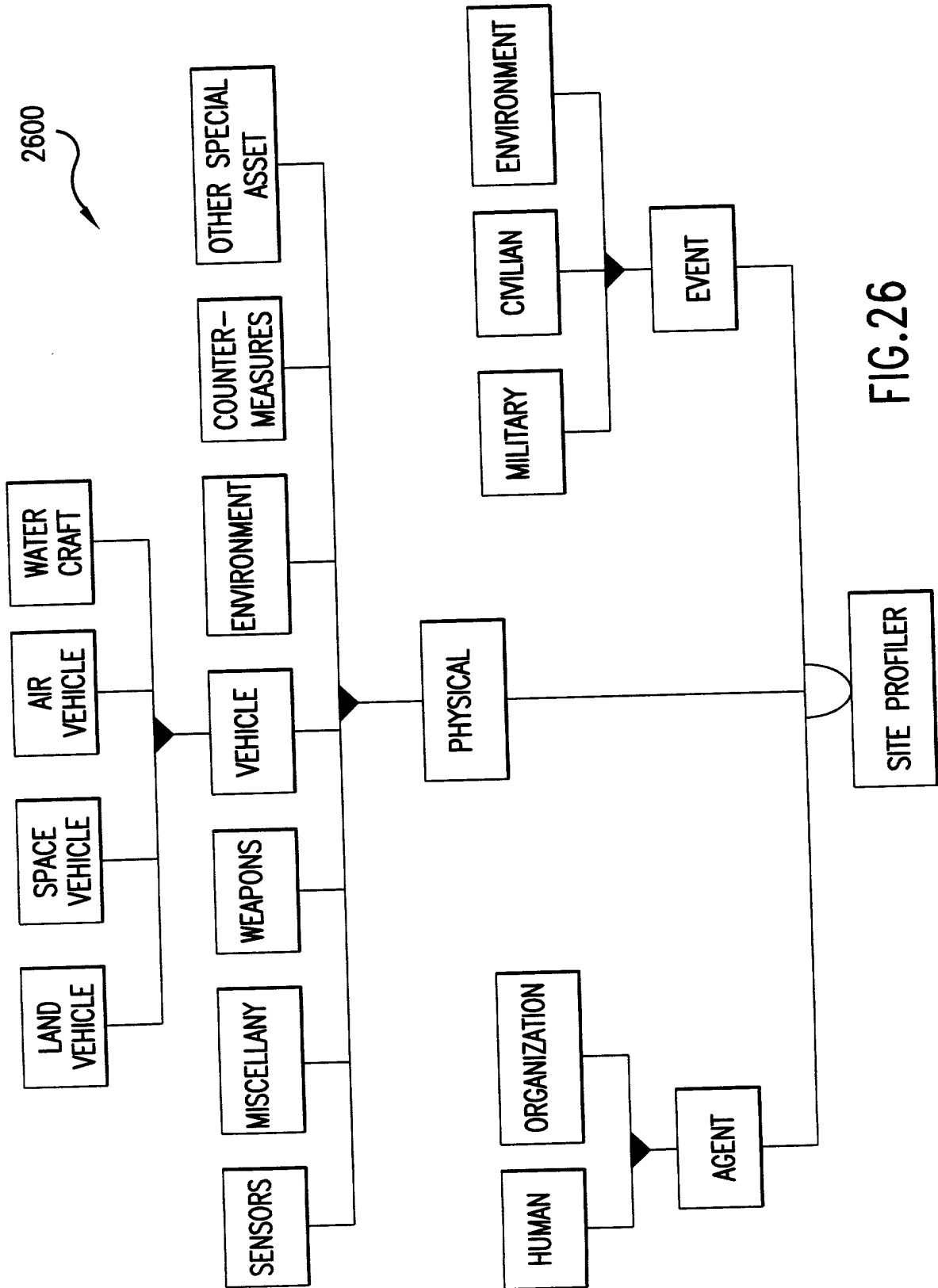


FIG.26

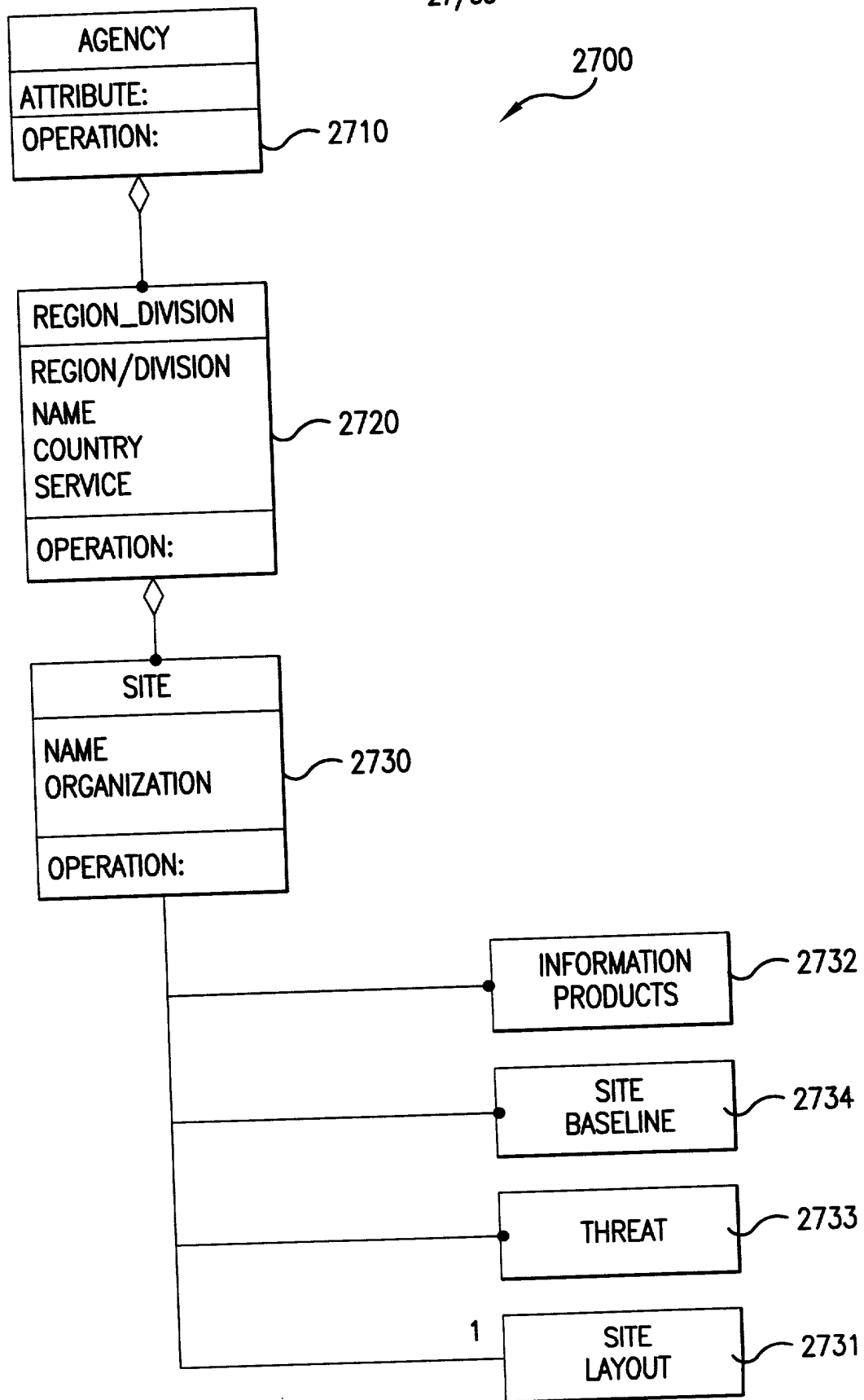


FIG.27

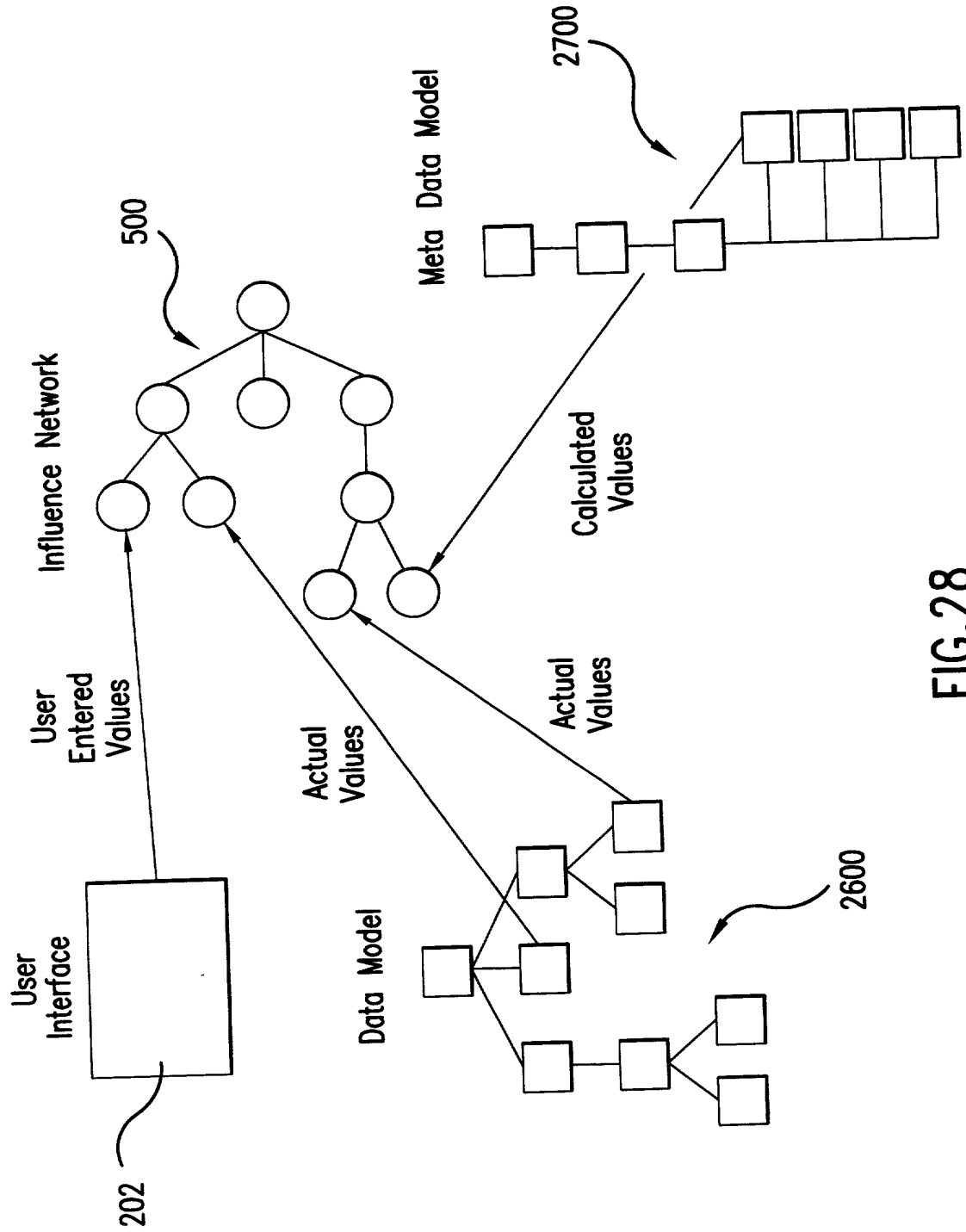


FIG. 28

2900

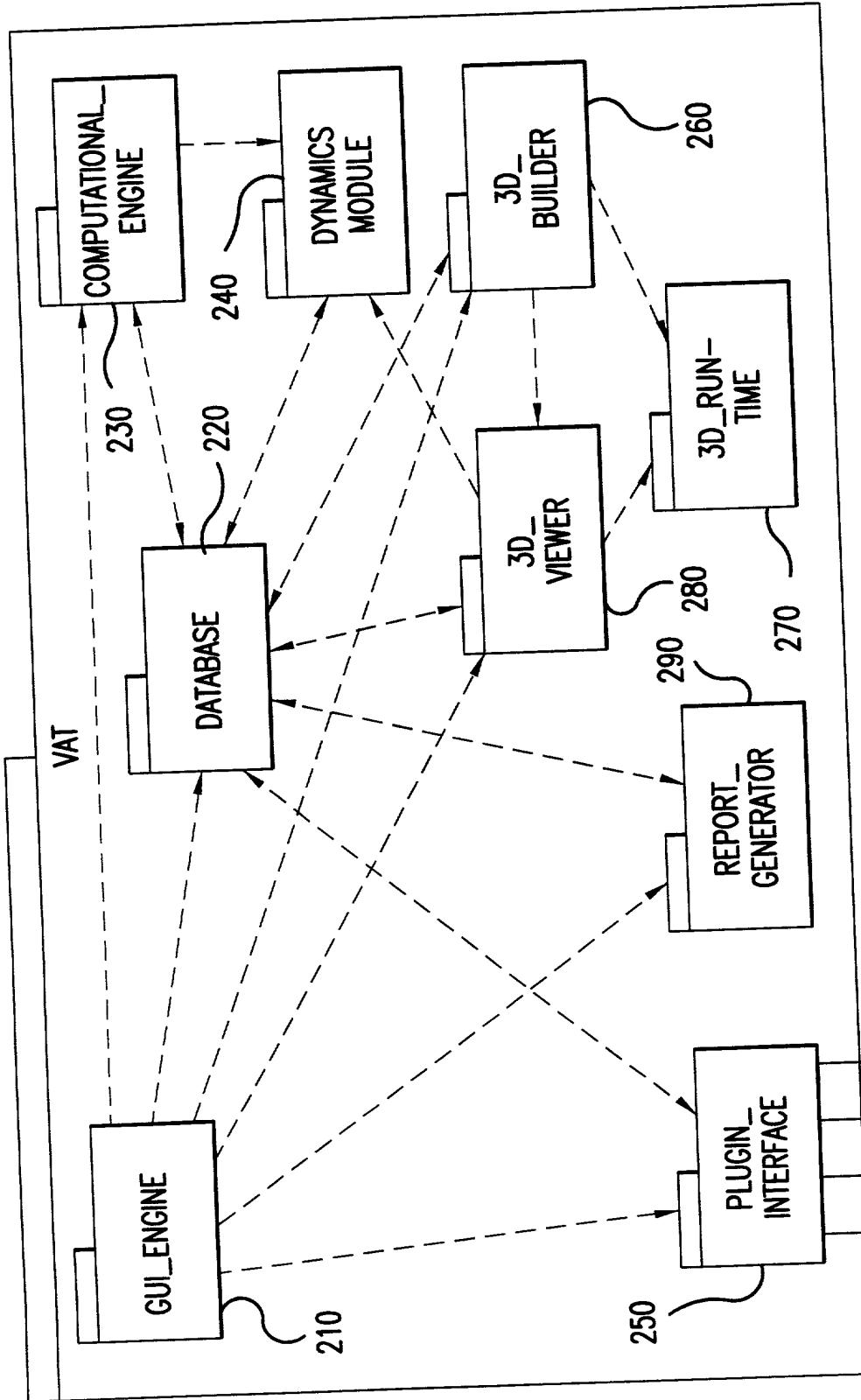
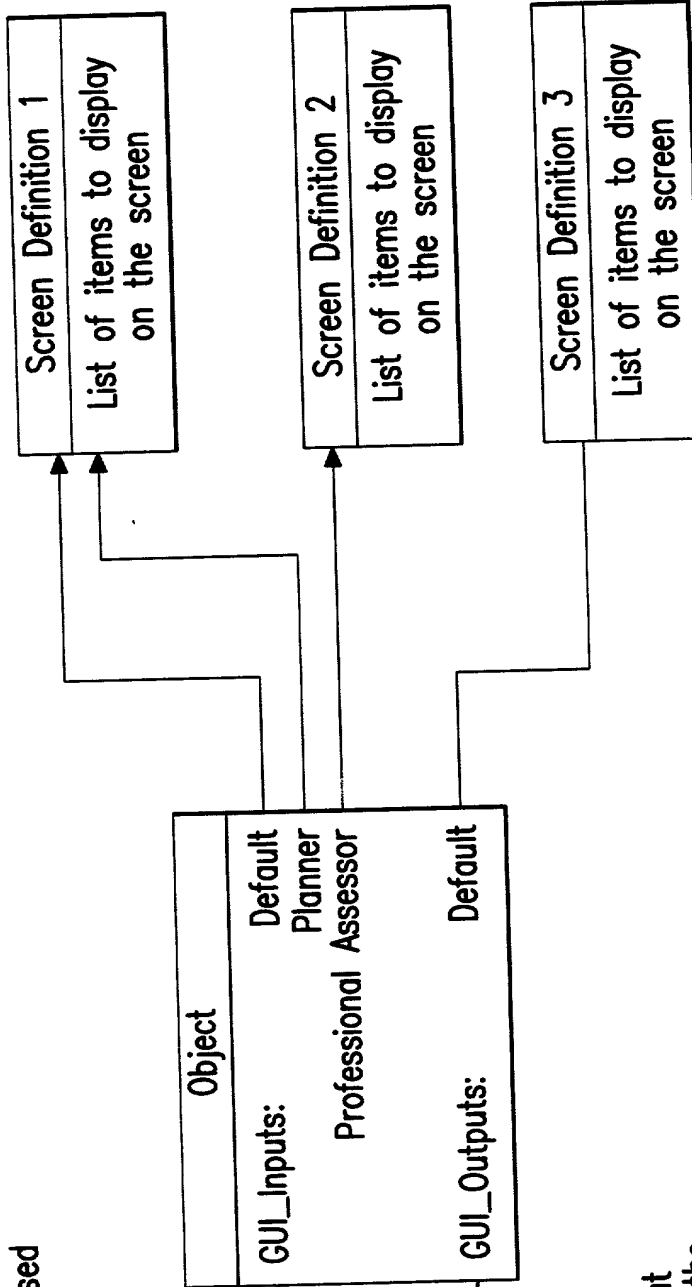


FIG.29

A list of the GUI Input definitions associated with the object. Each entry links to screen definition. The specific one to use is based on the type of user.



A list of the GUI Output definitions associated with the object. Each entry links to screen definition.

FIG.30

FIG. 31

Screen Definition consist of a list of items to display to the user

3100

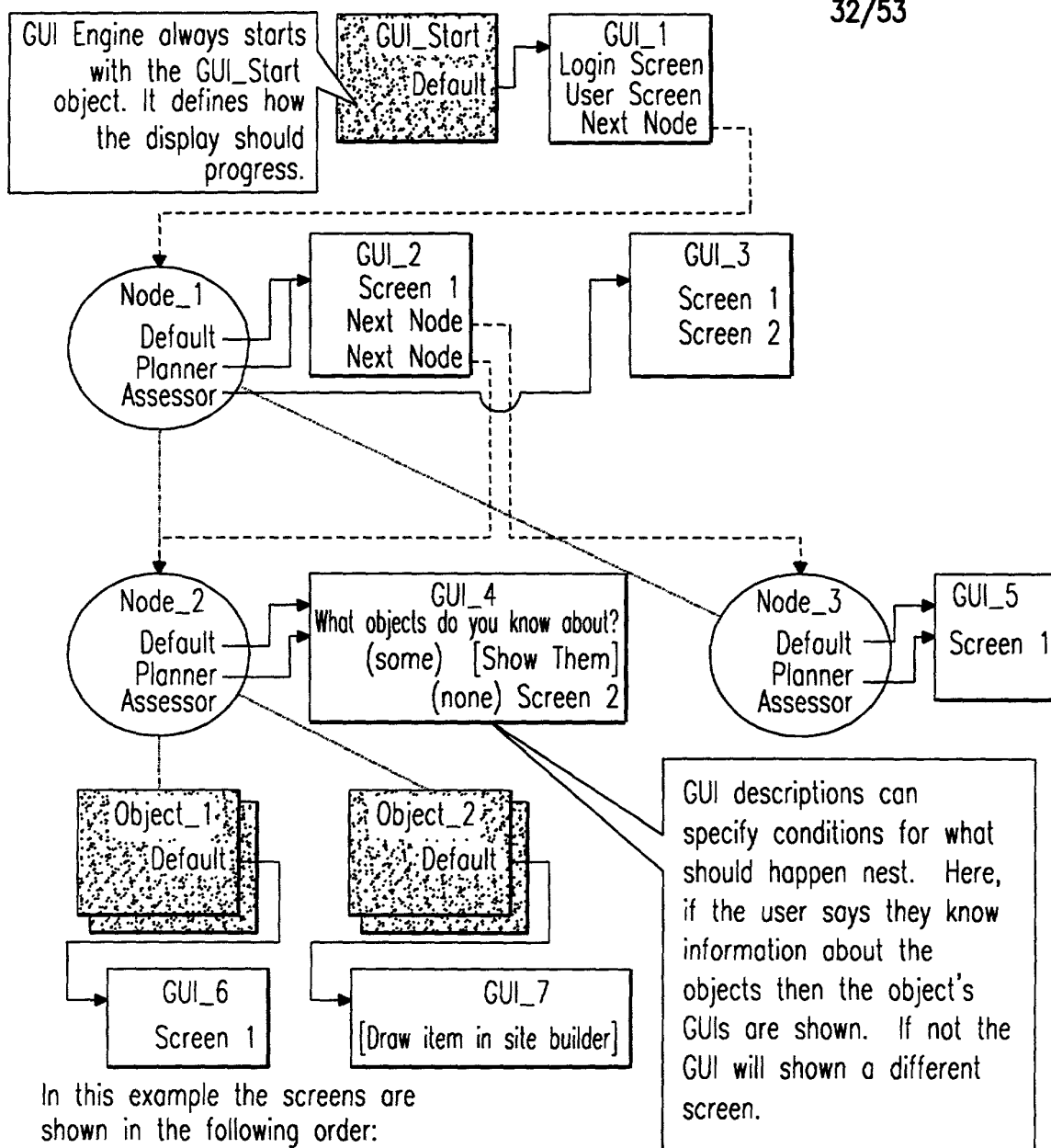
Title for the screen

Screen Definition			
Type	Prompts	Format	Data Modifier
TITLE	User Information	BOLD	-
INPUT	Please enter your name:	-	User.Name
INPUT	Please enter your military ID number:	-	User.ID
INPUT	Please select your rank:	-	User.Rank
INPUT	Please enter you age:	-	User.Age
BREAK	-	-	-
NAV_IN	-	-	Team
TITLE	Assessment Information	BOLD	-
INPUT	Please enter the name of the base:	-	Assessment.Name
INPUT	Please select the date for the assessment:	-	Assessment.StartDate

Data items the user needs to input with prompts to show beside them

Explicite navigational instructions to the GUI Engine to override the default flow of screens

FIG.31



In this example the screens are shown in the following order:

GUI\_1

GUI\_2 \*

GUI\_5 \*\*

GUI\_4

GUI\_6 \*\*\*

GUI\_7

Site Builder \*\*\*\*

\* Assuming the user is a planner

\*\* GUI\_2 specifies Node\_3 comes before Node\_2

\*\*\* GUI\_4 does not specify where to go next, so the engine moves down the tree to find relationships.

\*\*\*\* GUI\_7 specifies to use the Site Builder to define the object

#### Legend

○ Node in the Node Tree

□ GUI description object

▣ Object in the Data Model

— Node Tree relationship

→ Pointer to a GUI Description

---> Pointer back to a node

FIG.32



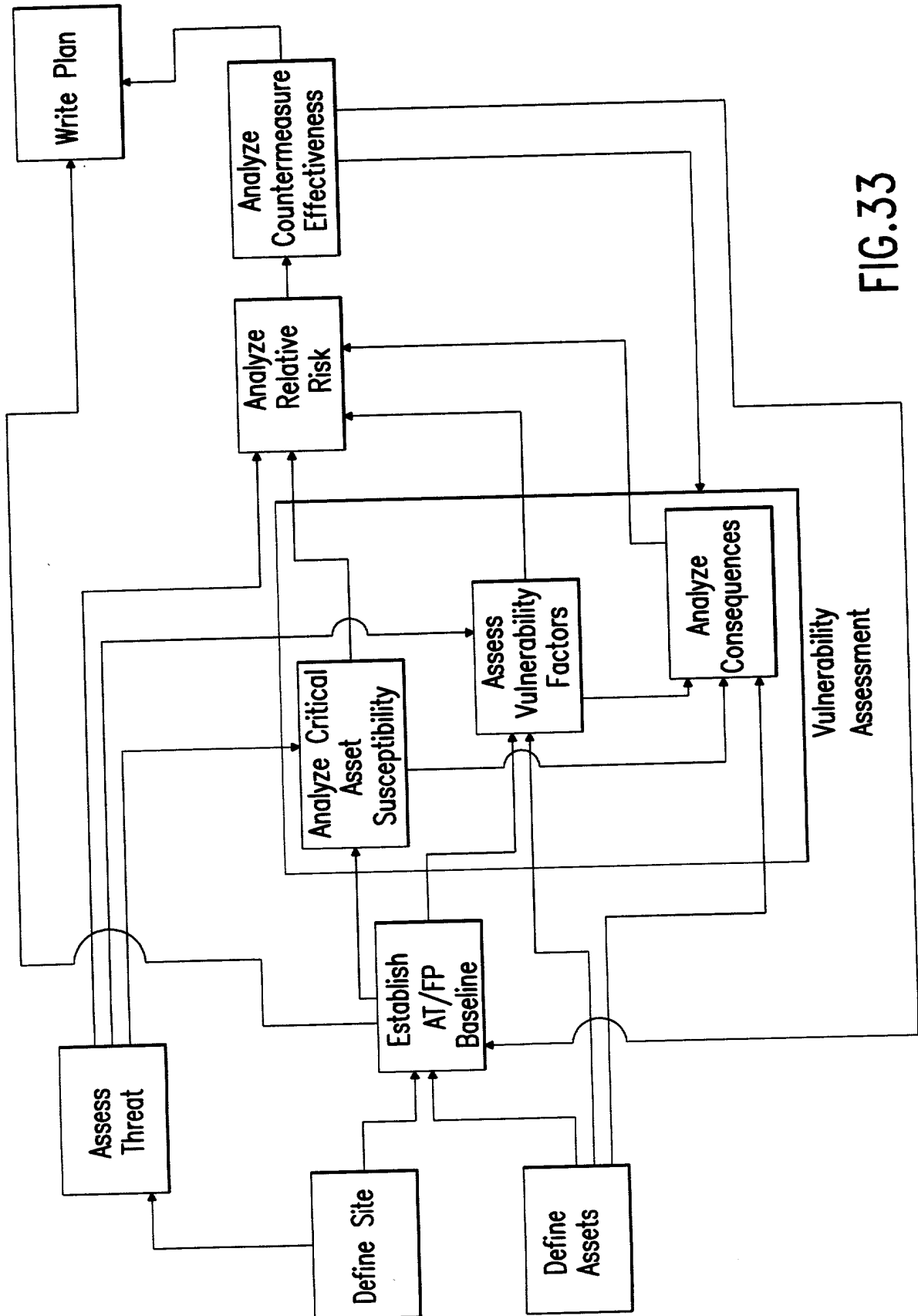


FIG. 33

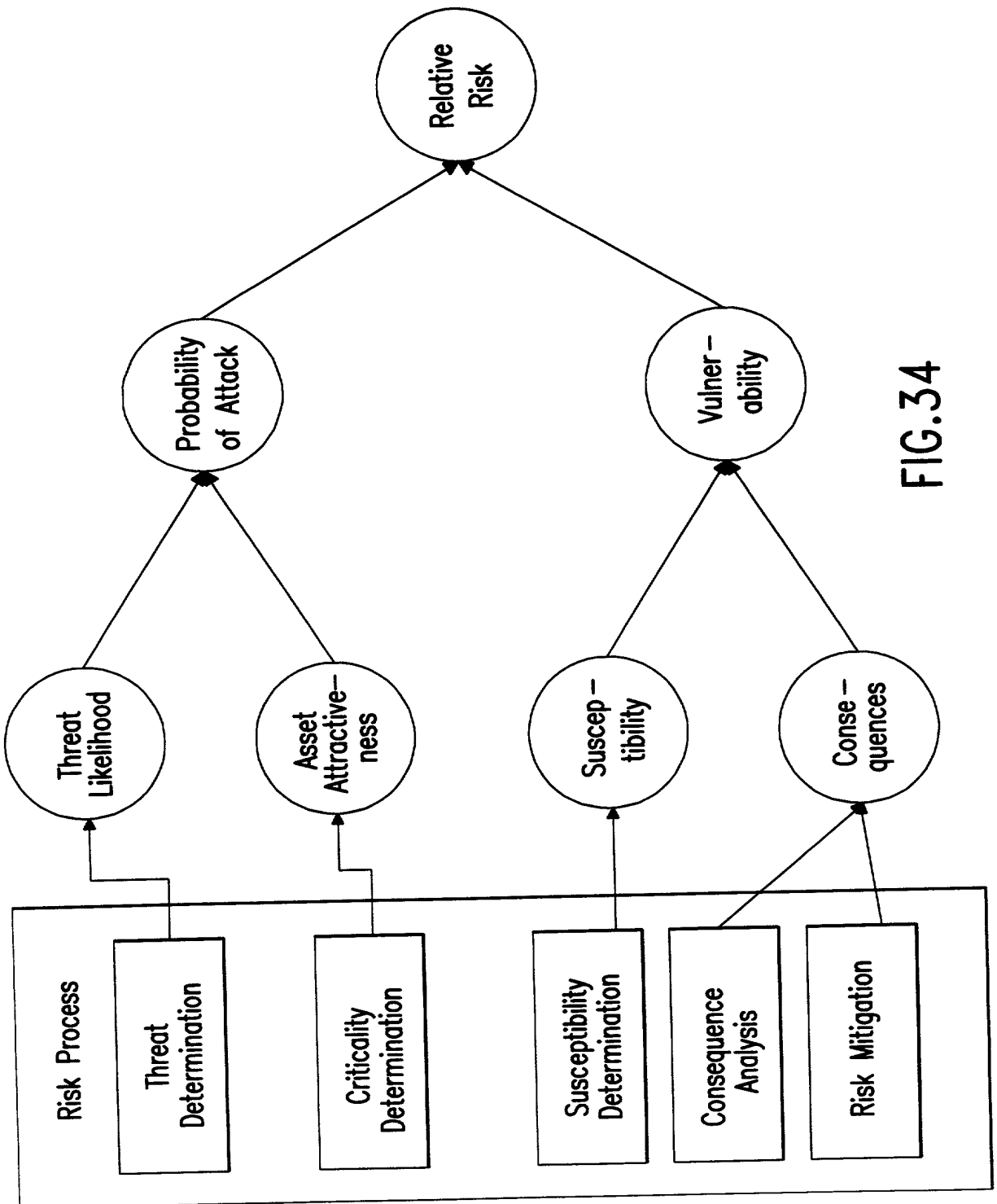
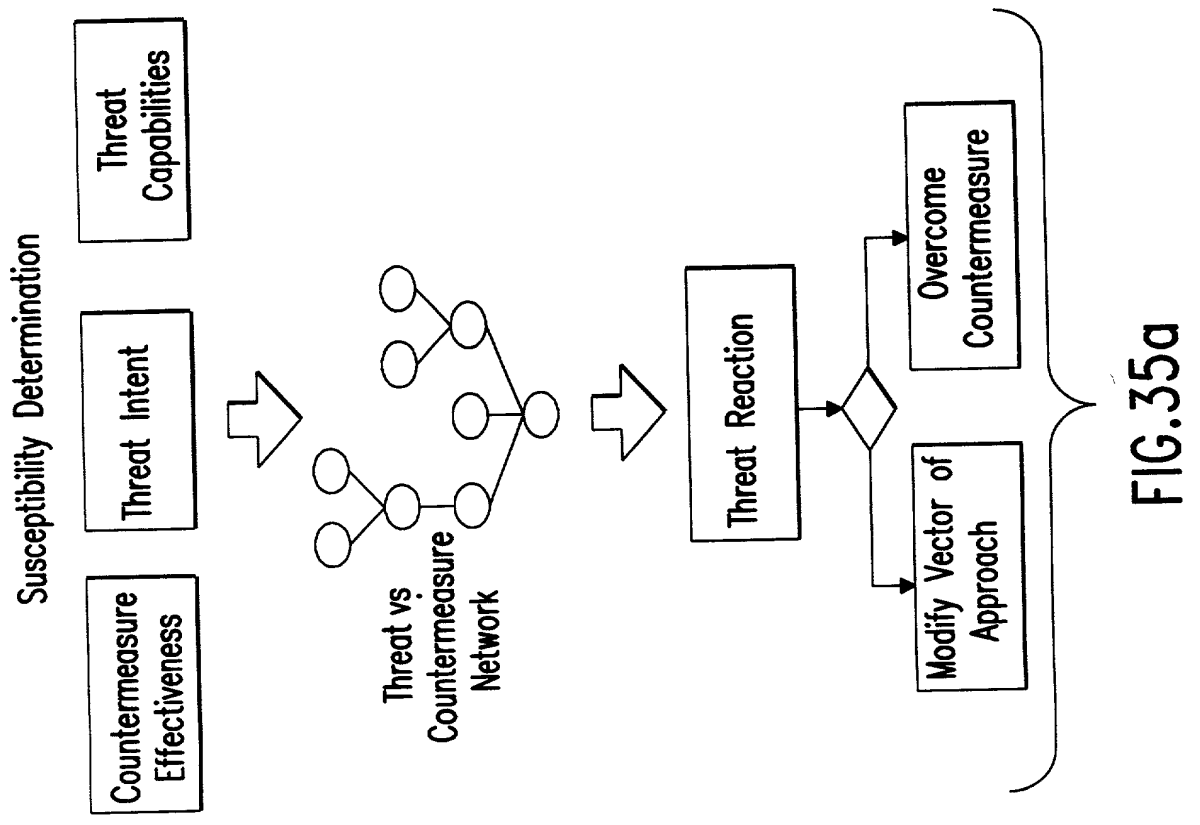
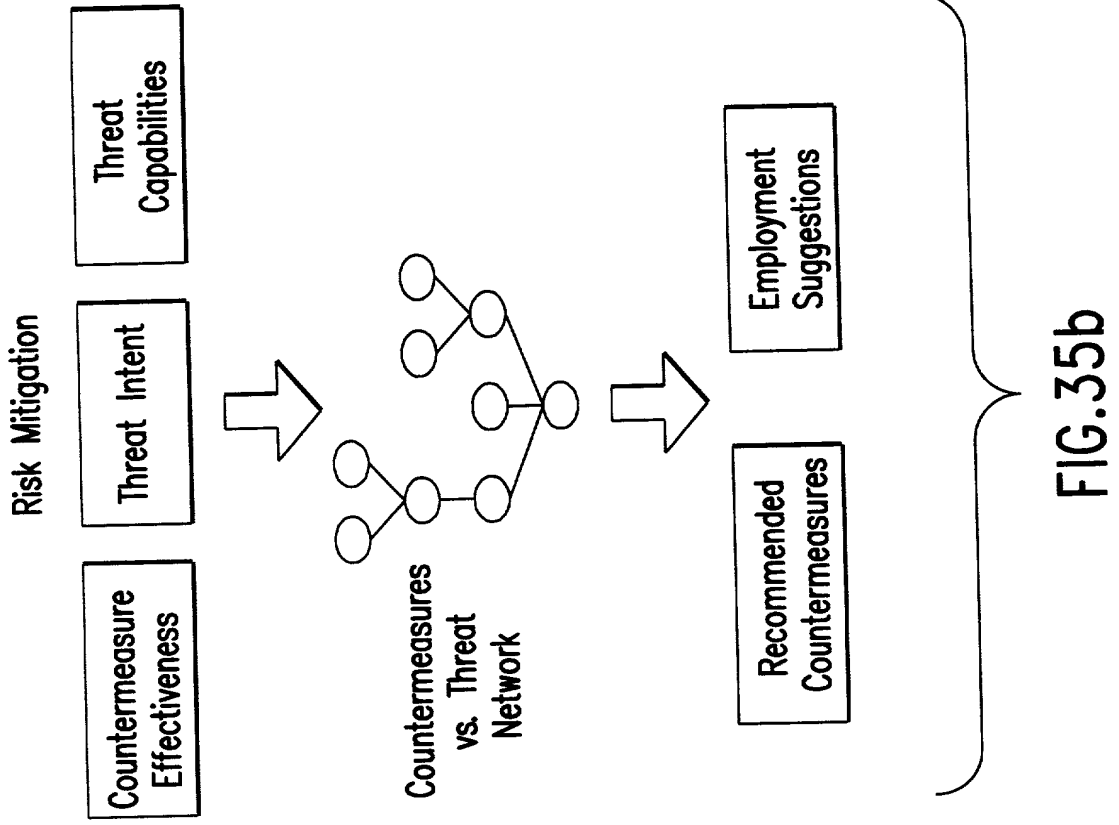


FIG.34



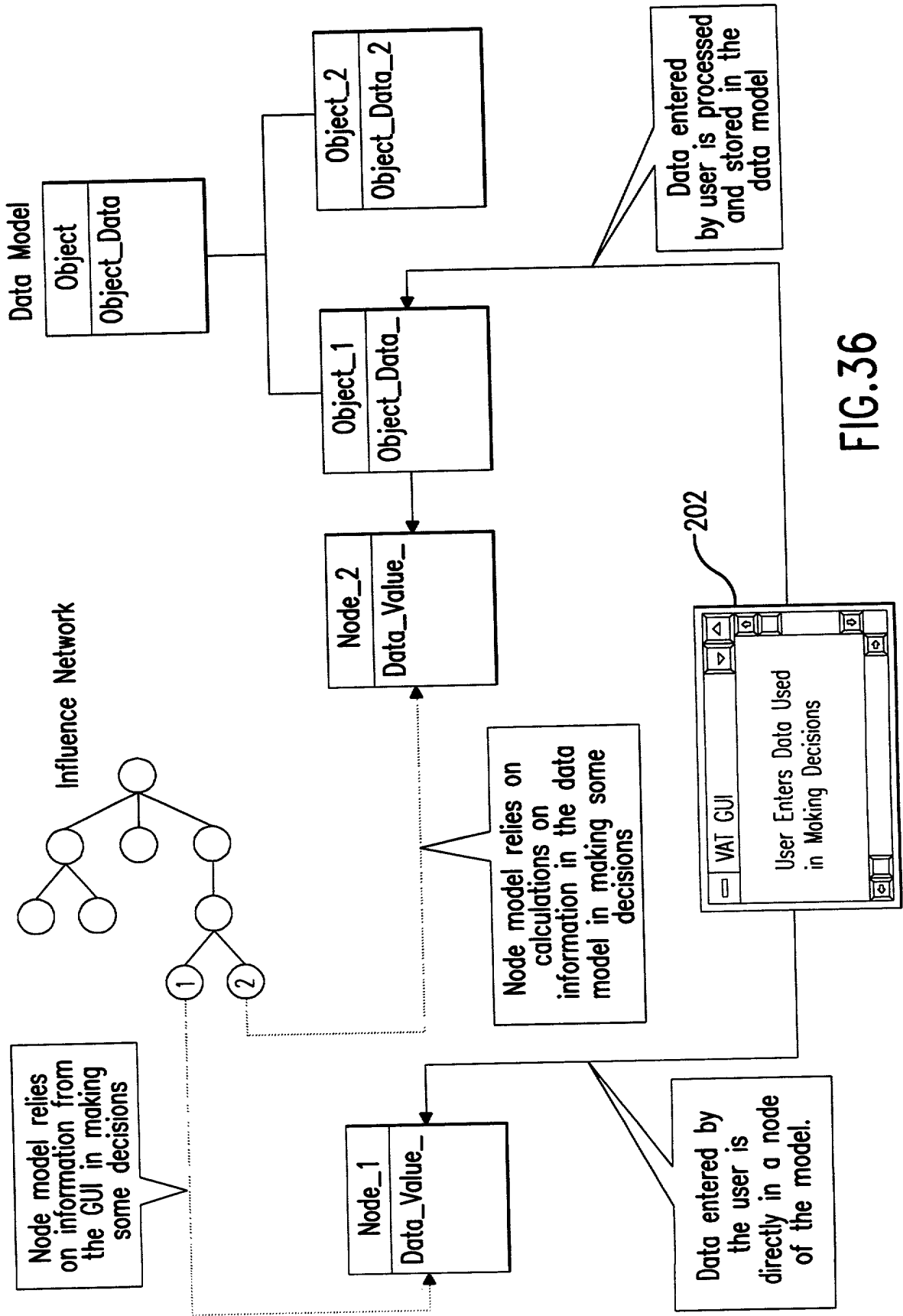


FIG.36

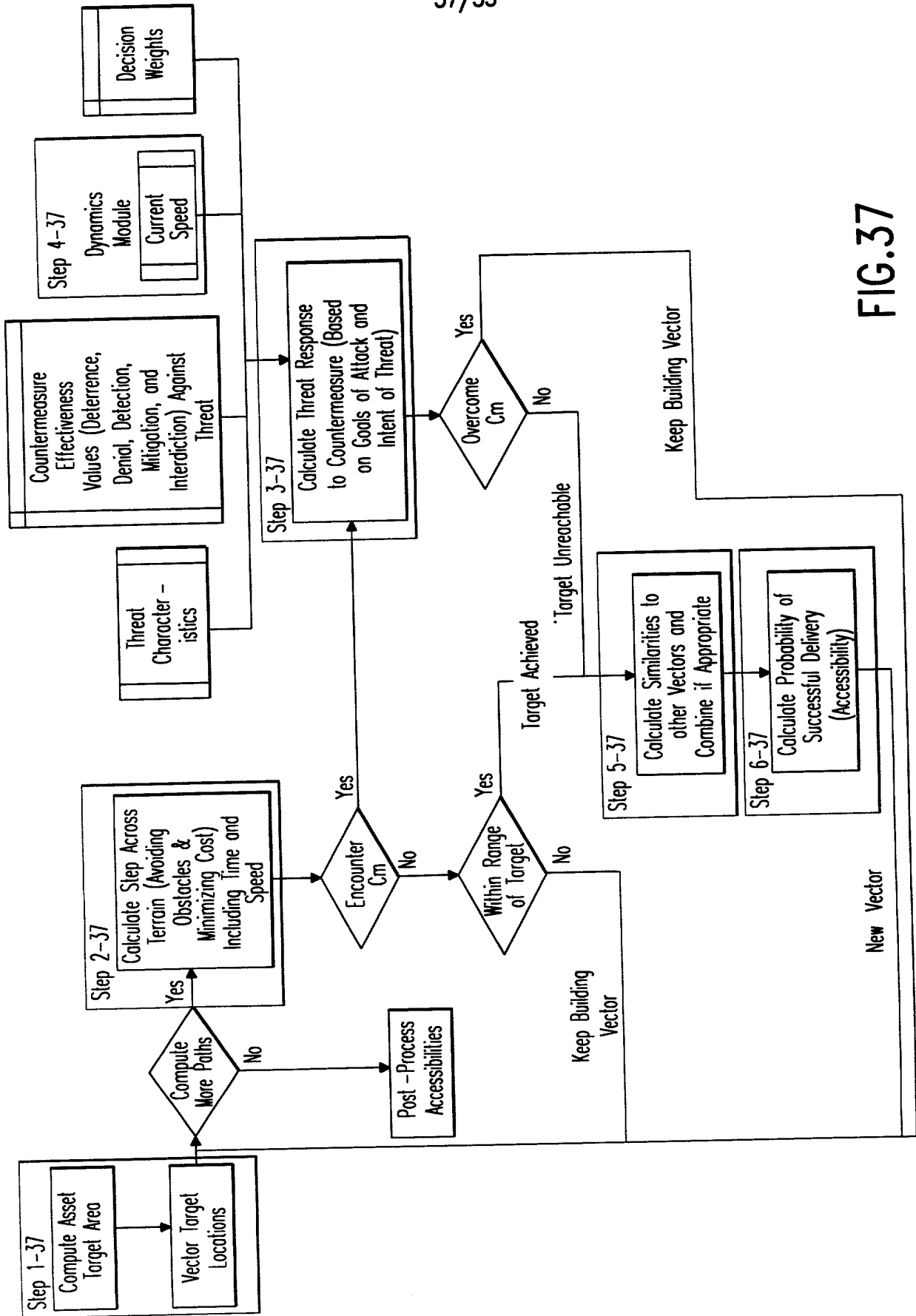


FIG. 37

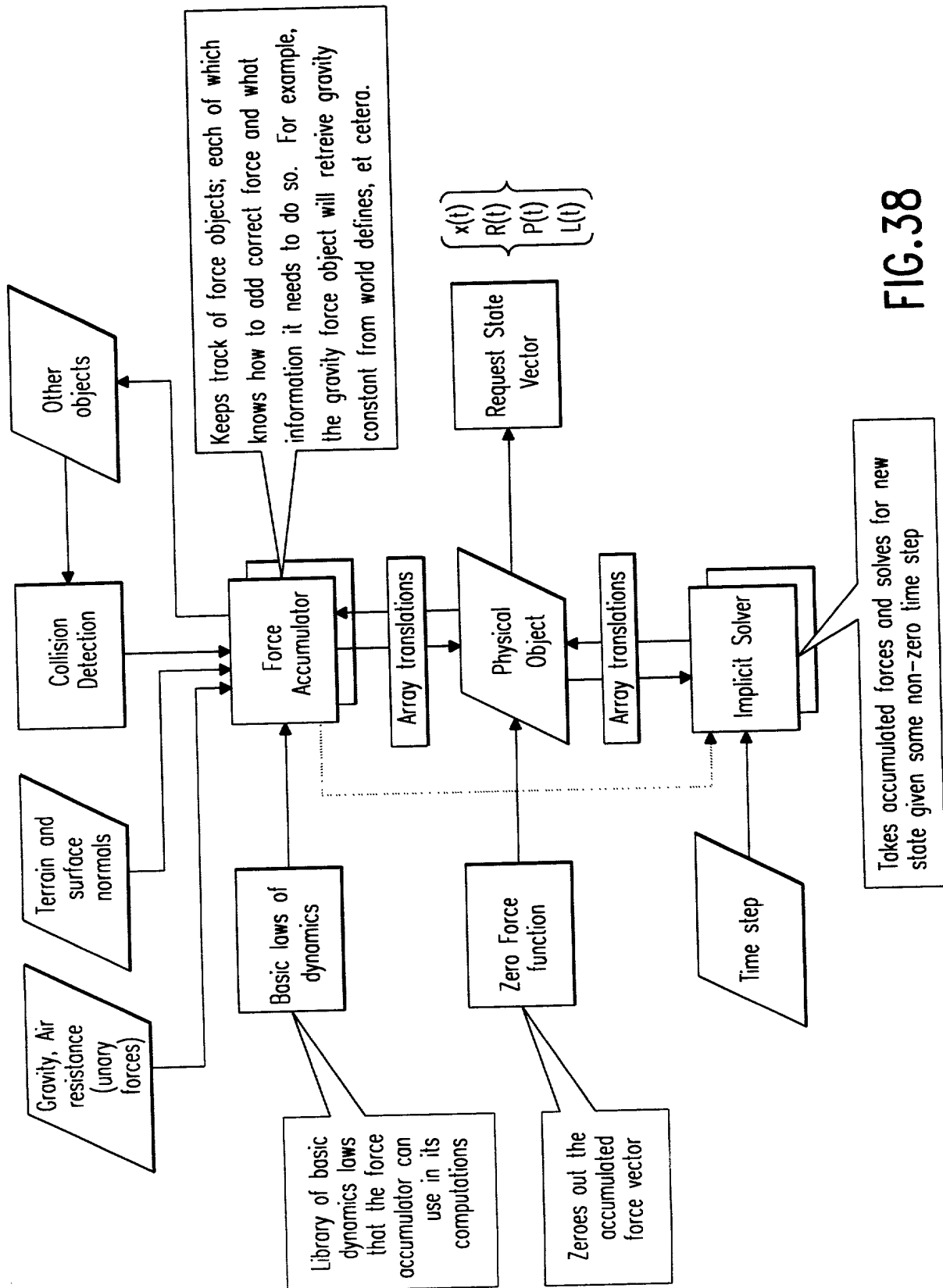


FIG. 38

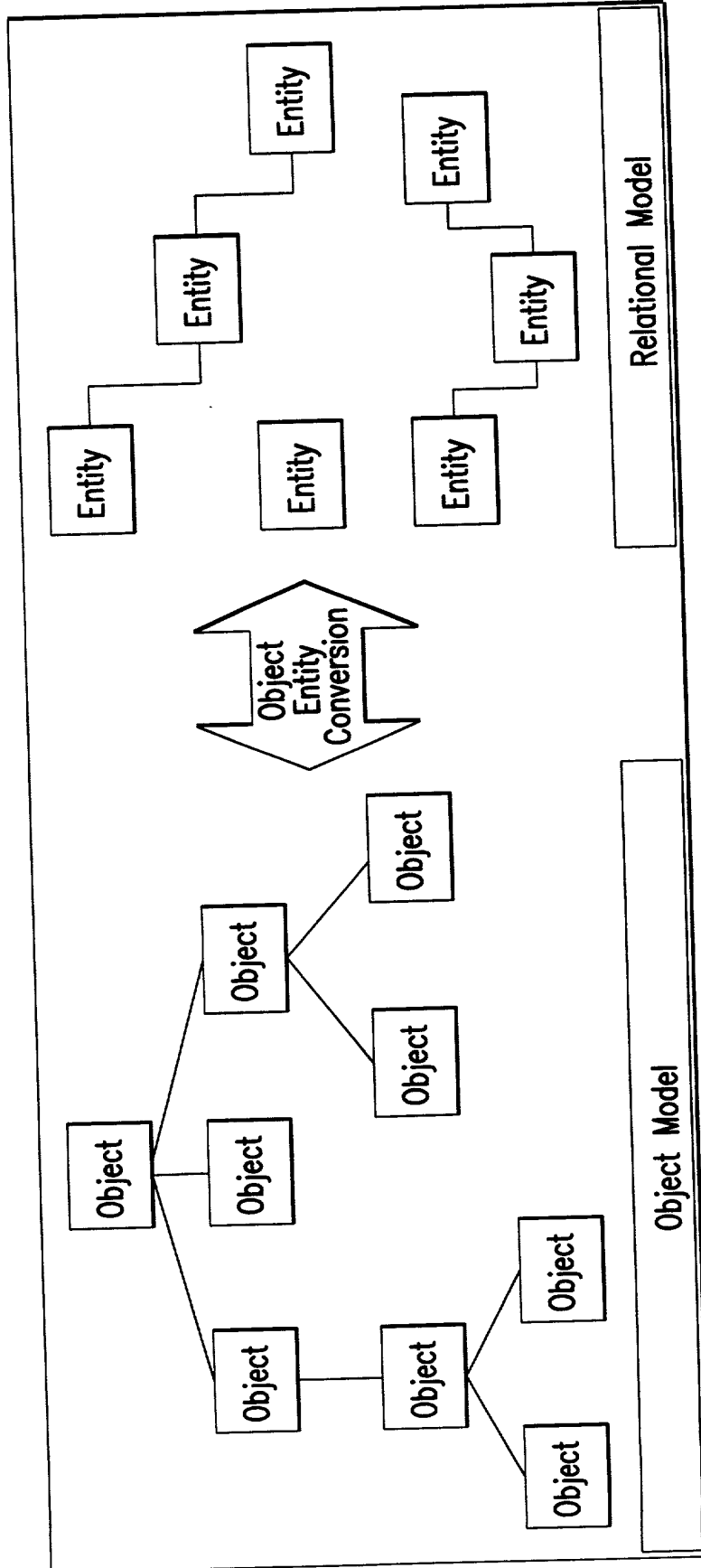


FIG.39

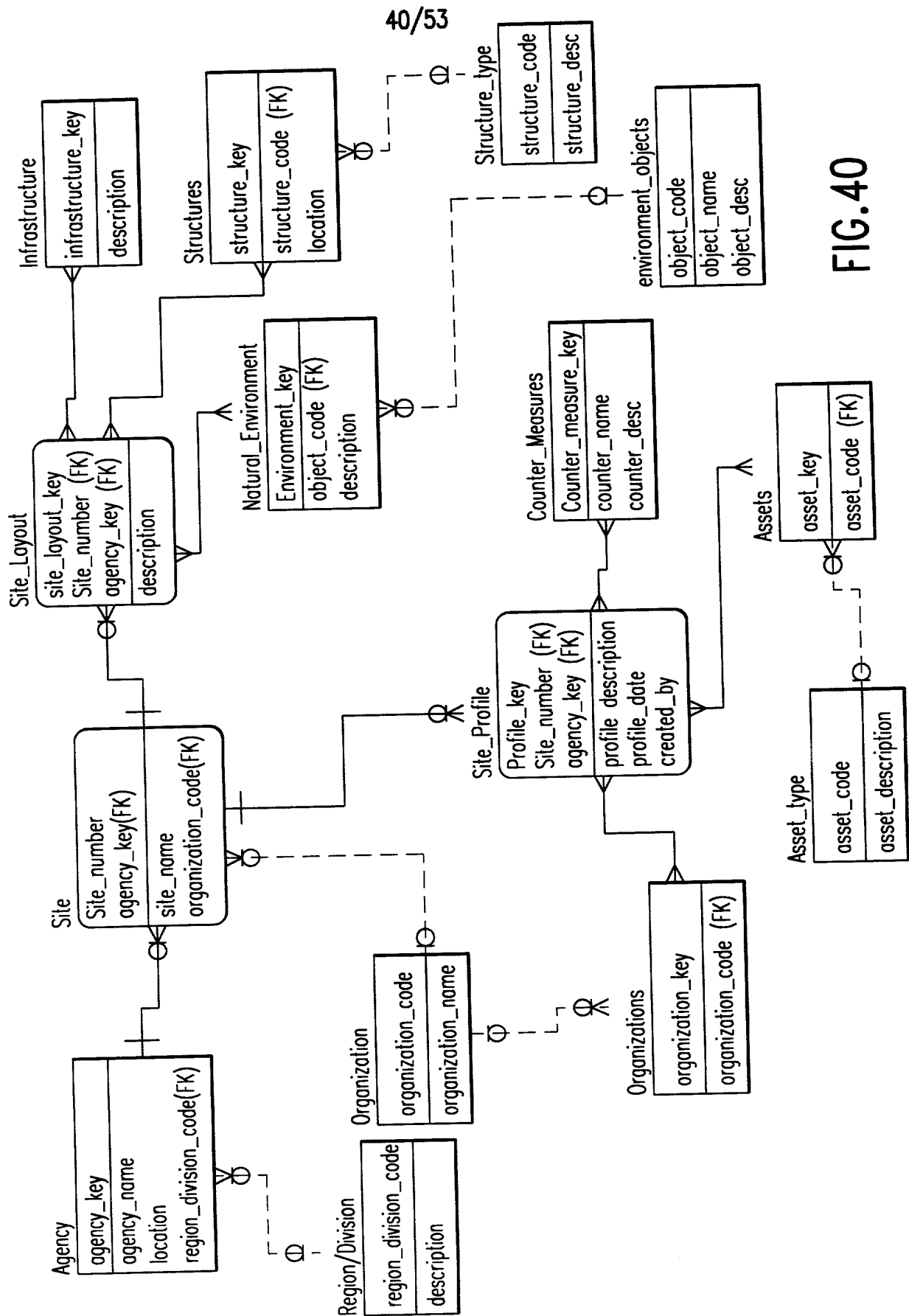


FIG.40



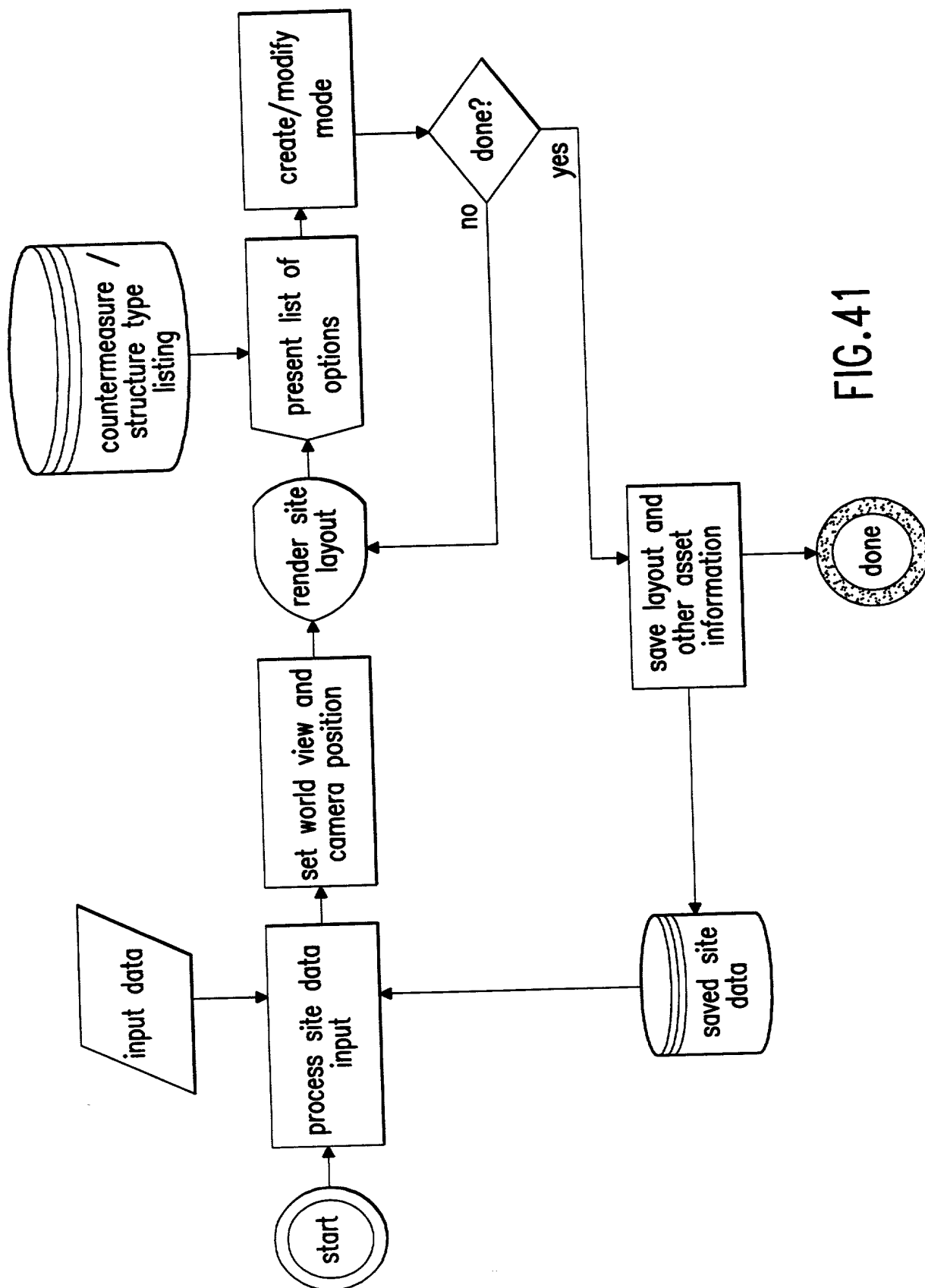


FIG. 41

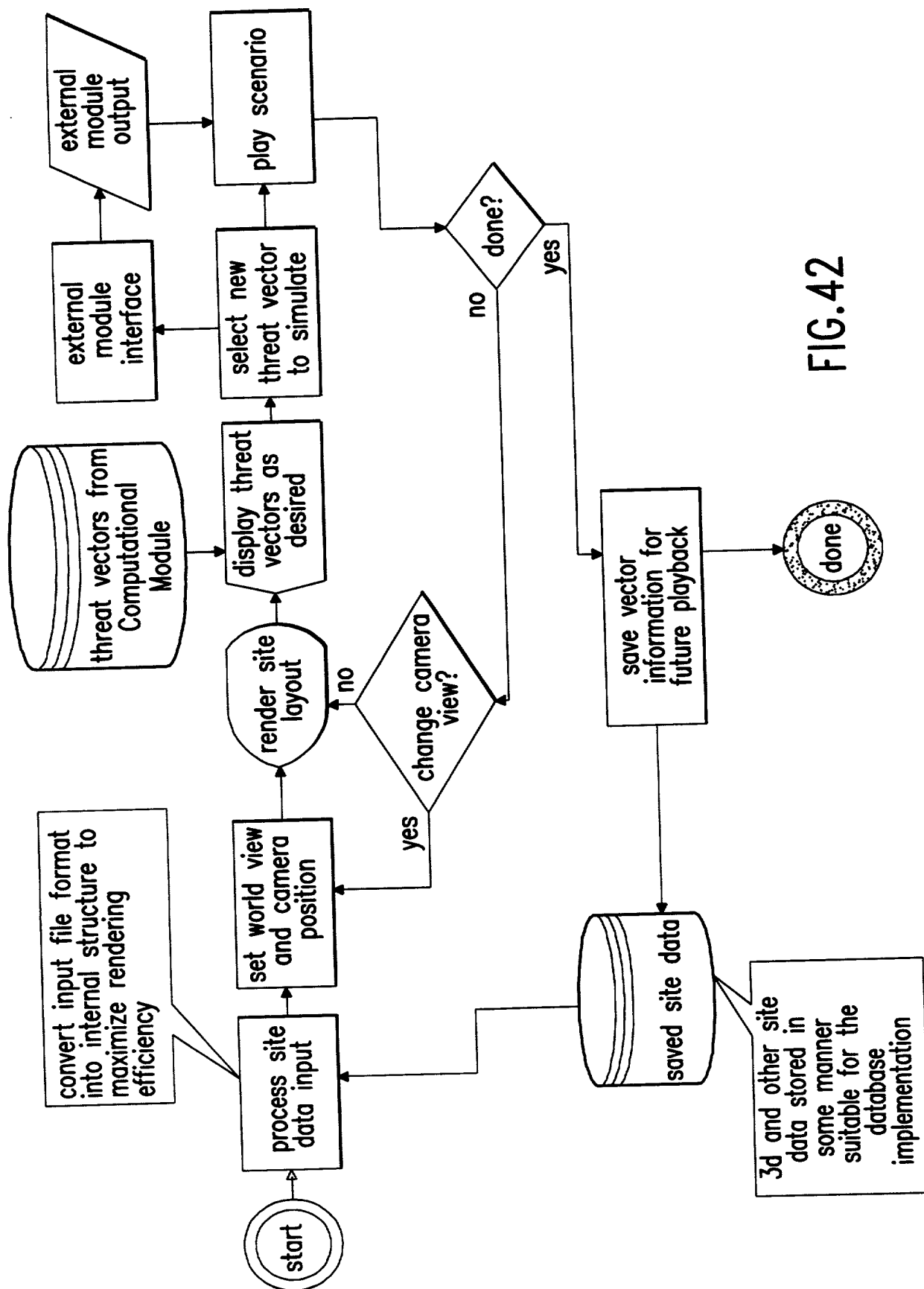


FIG. 42

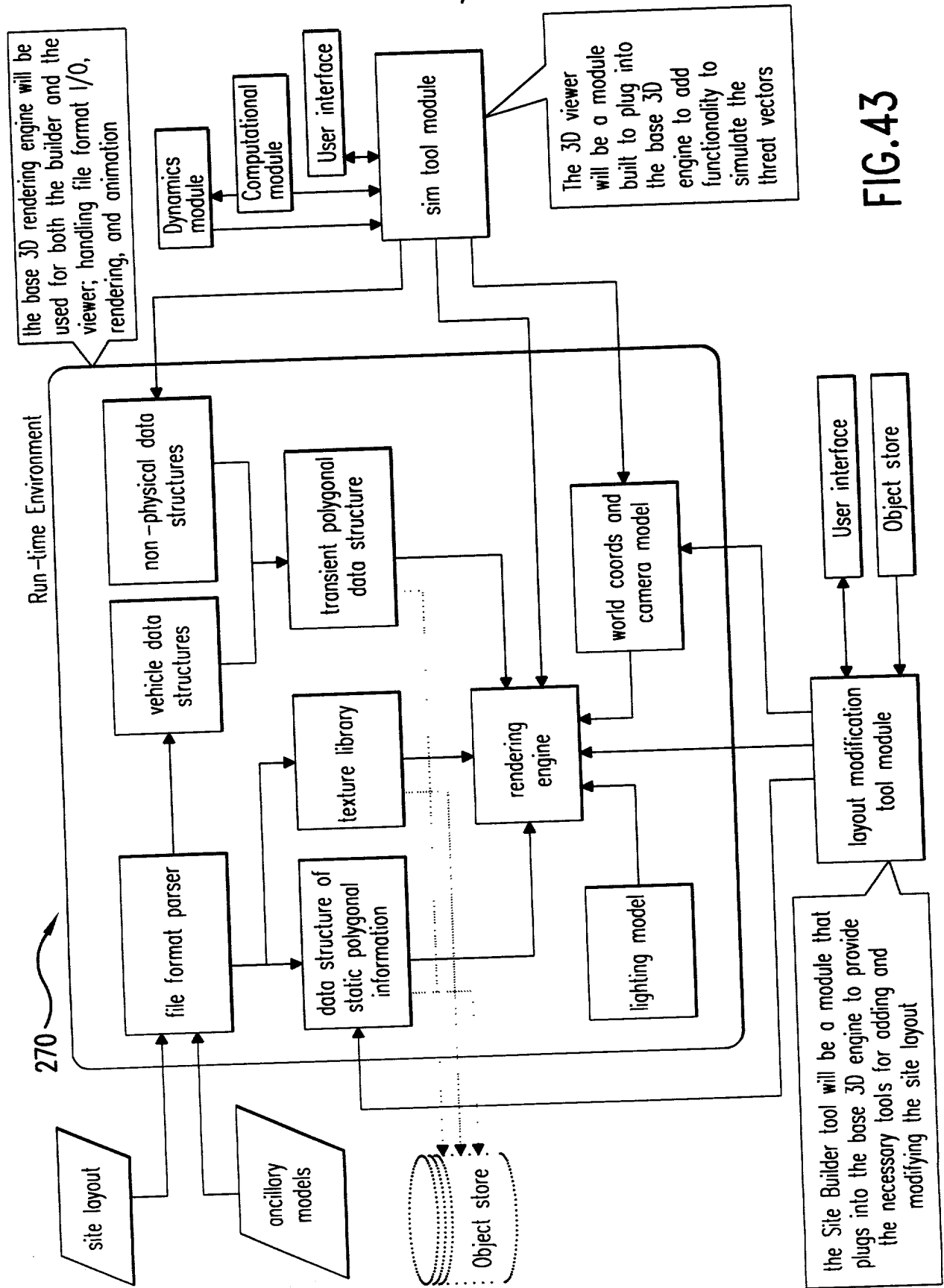


FIG.43

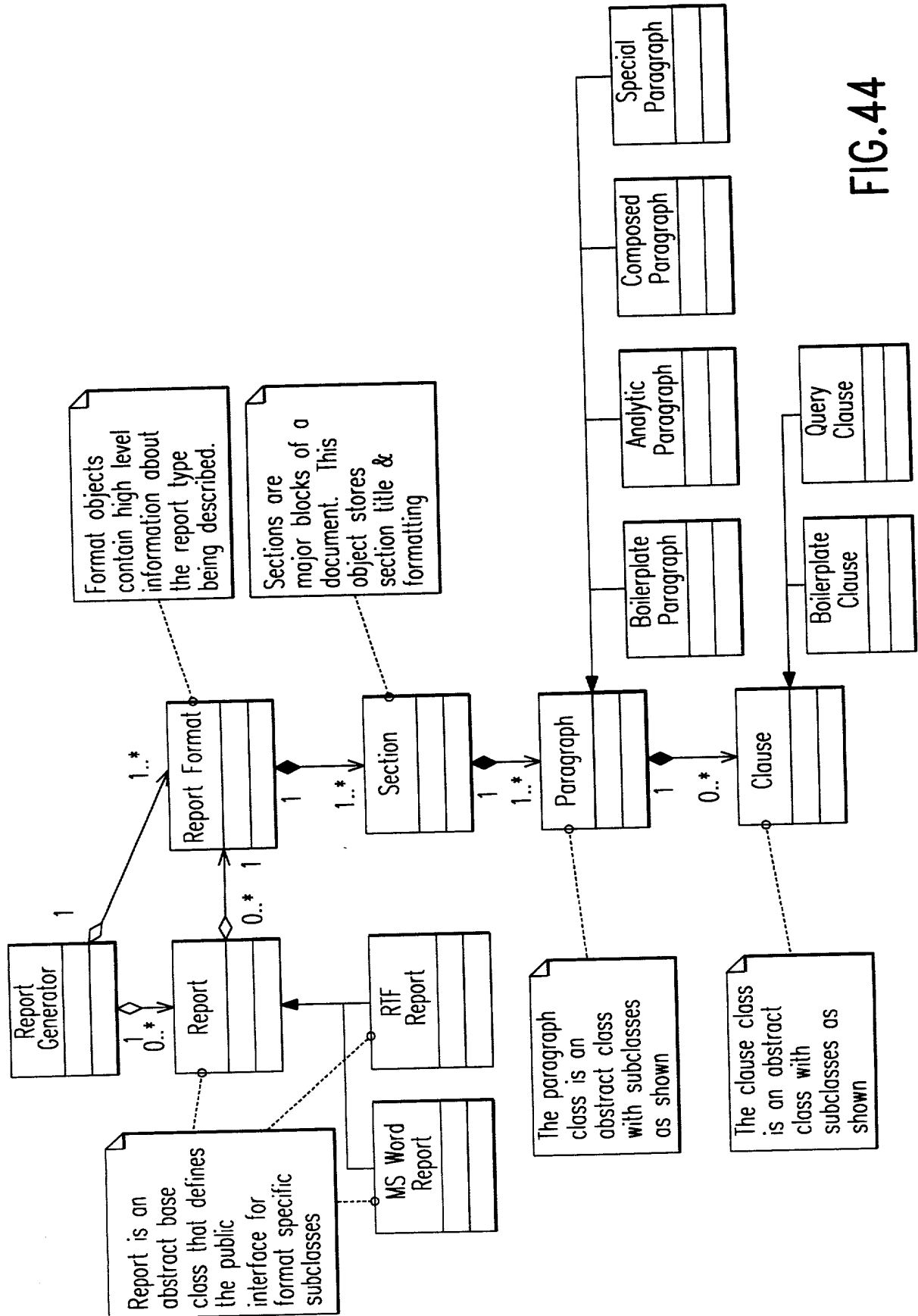


FIG.44

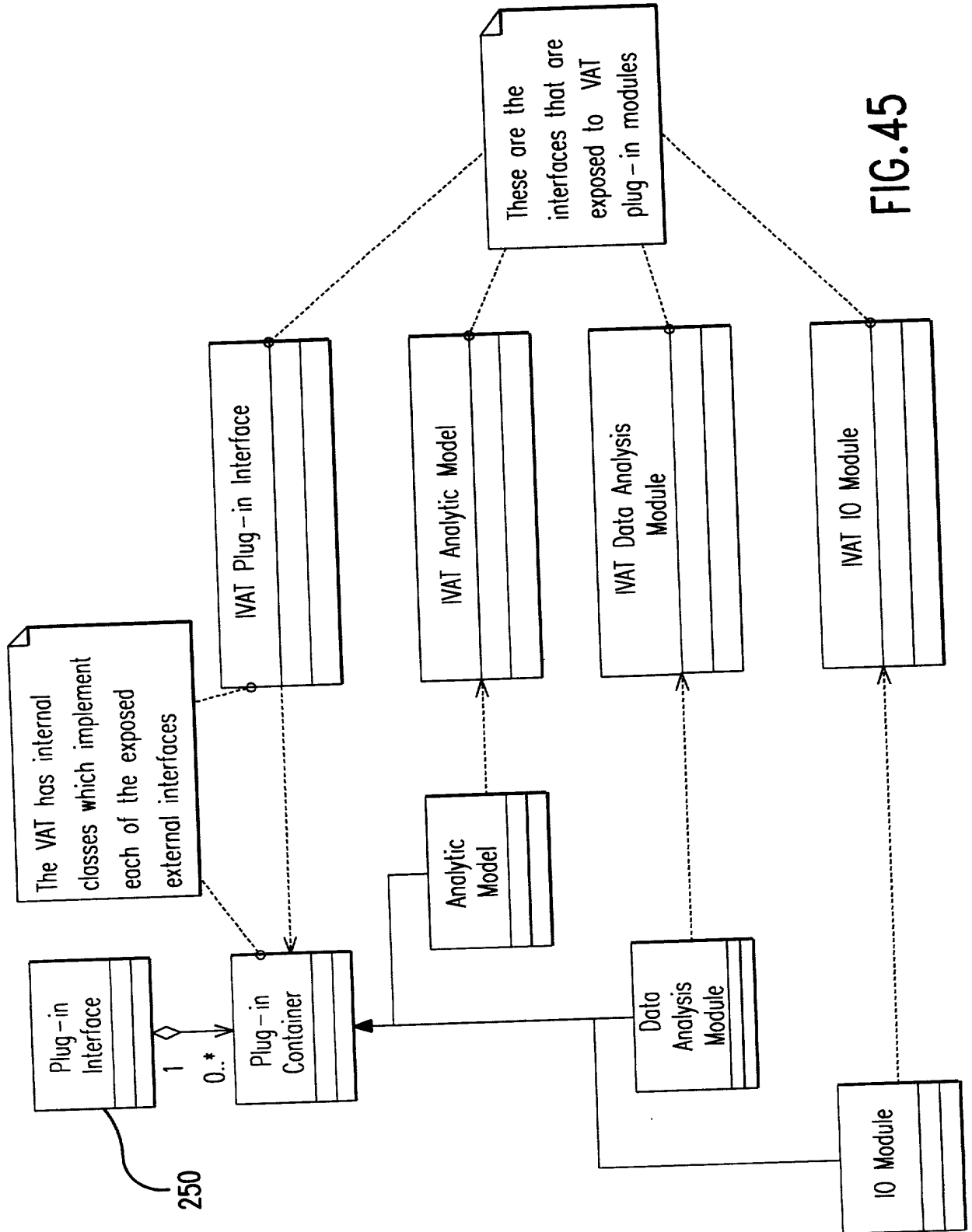


FIG.45

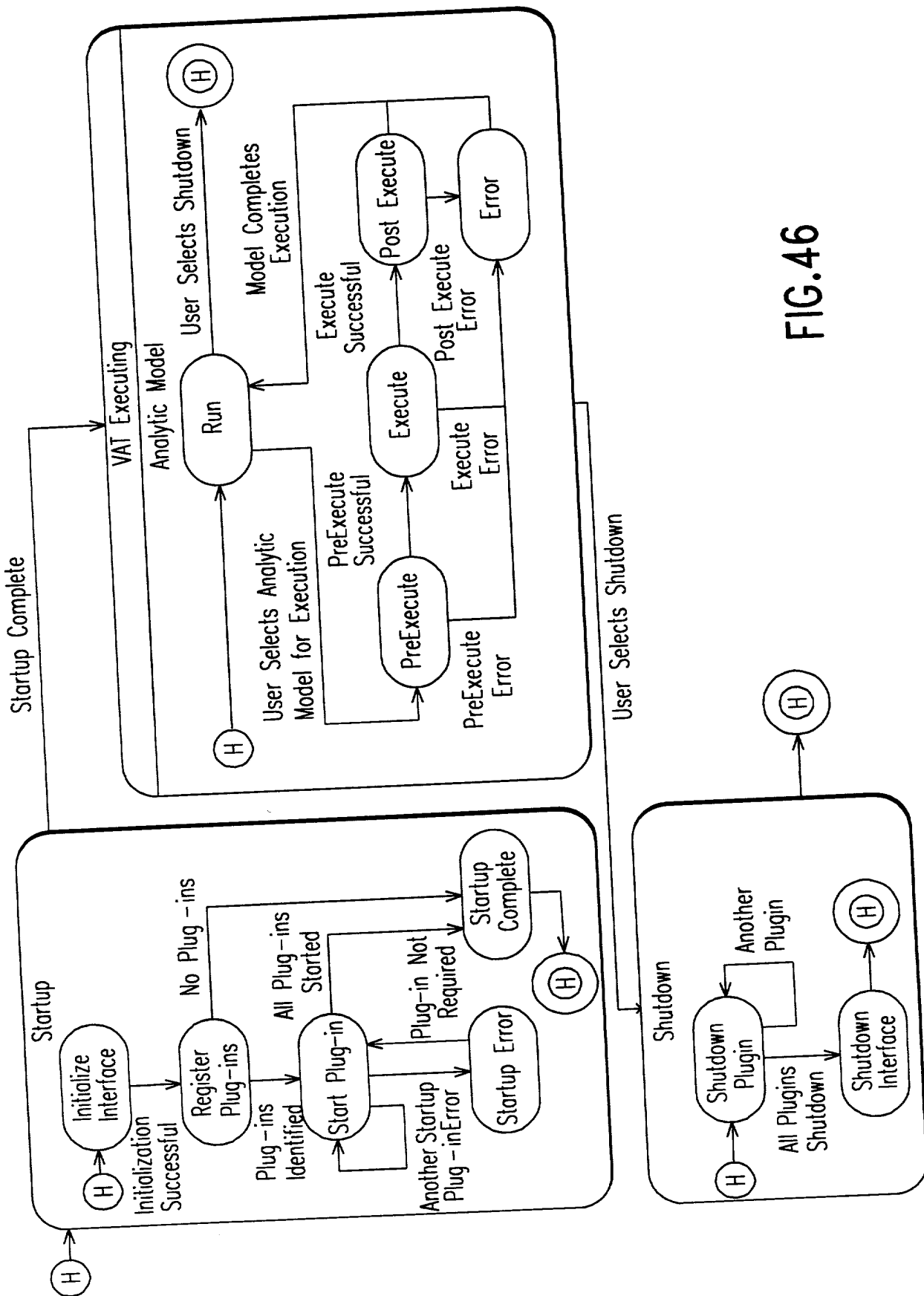


FIG.46



**FIG. 47**

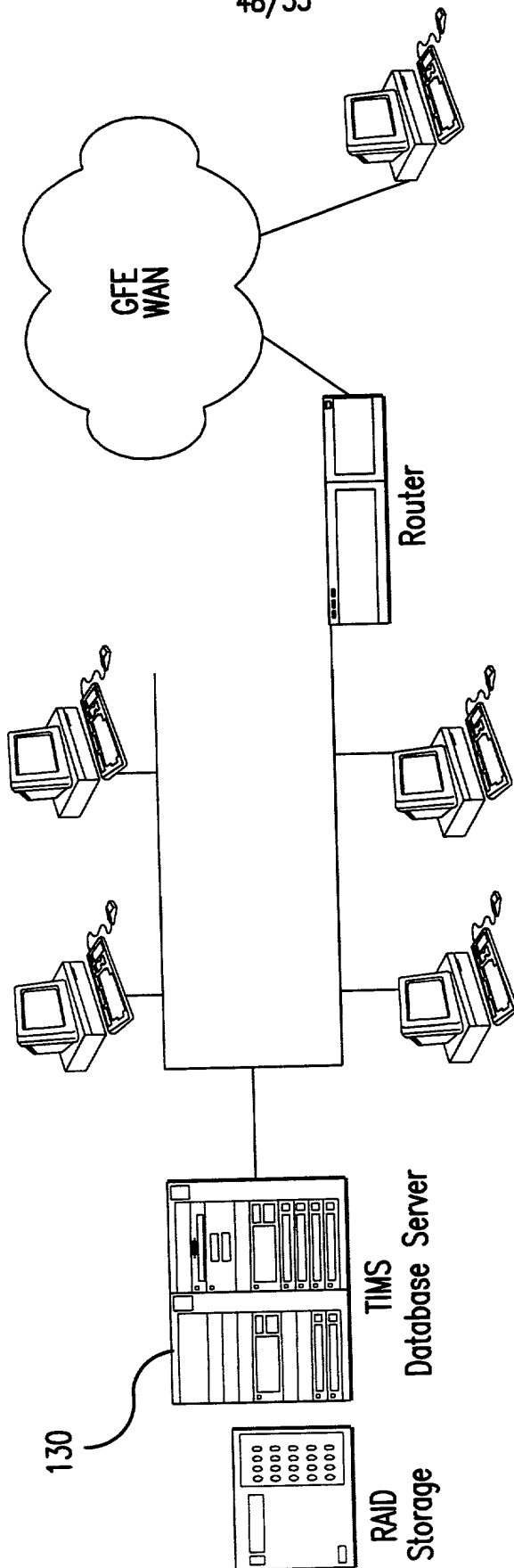


FIG.48



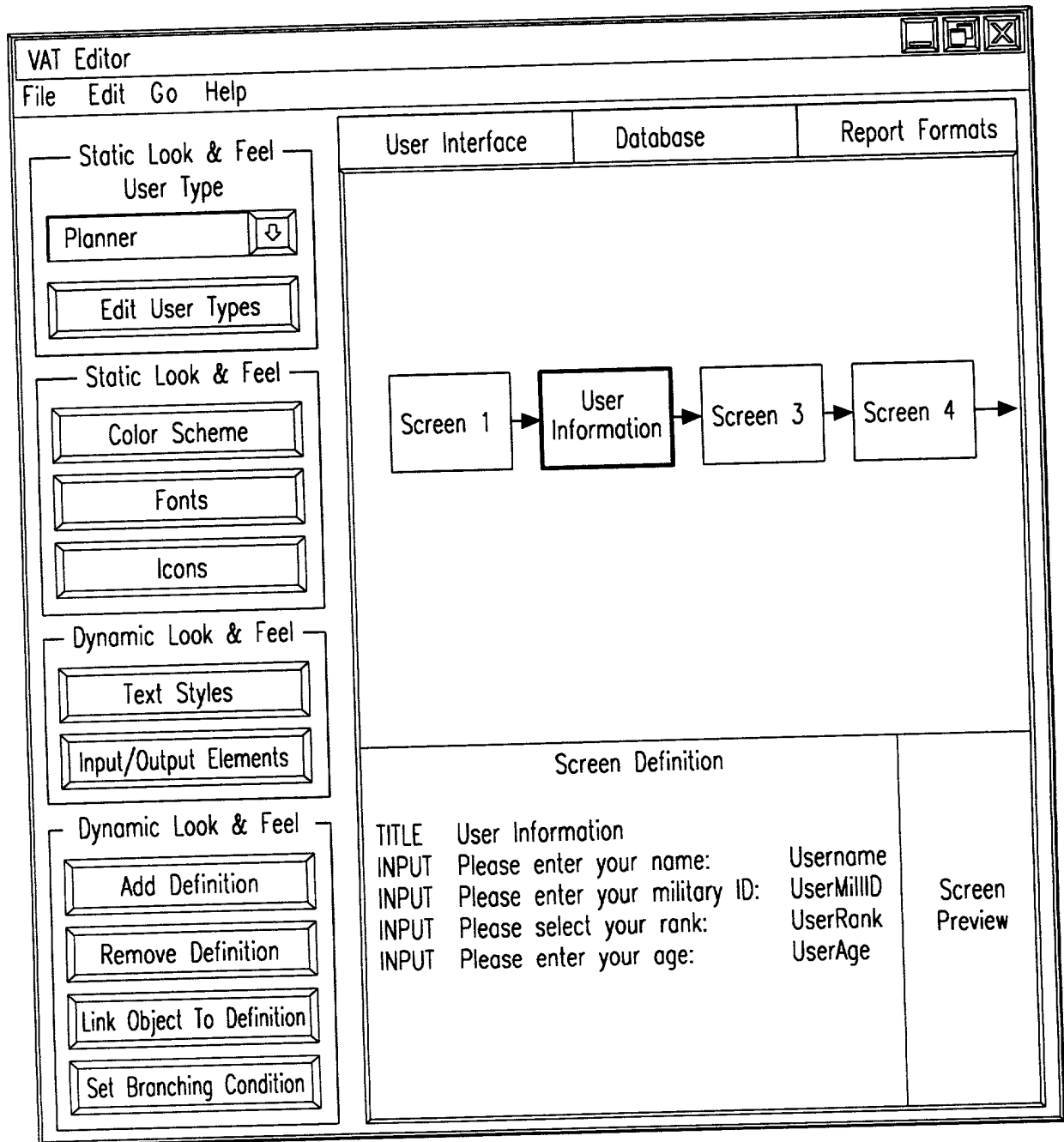


FIG.49

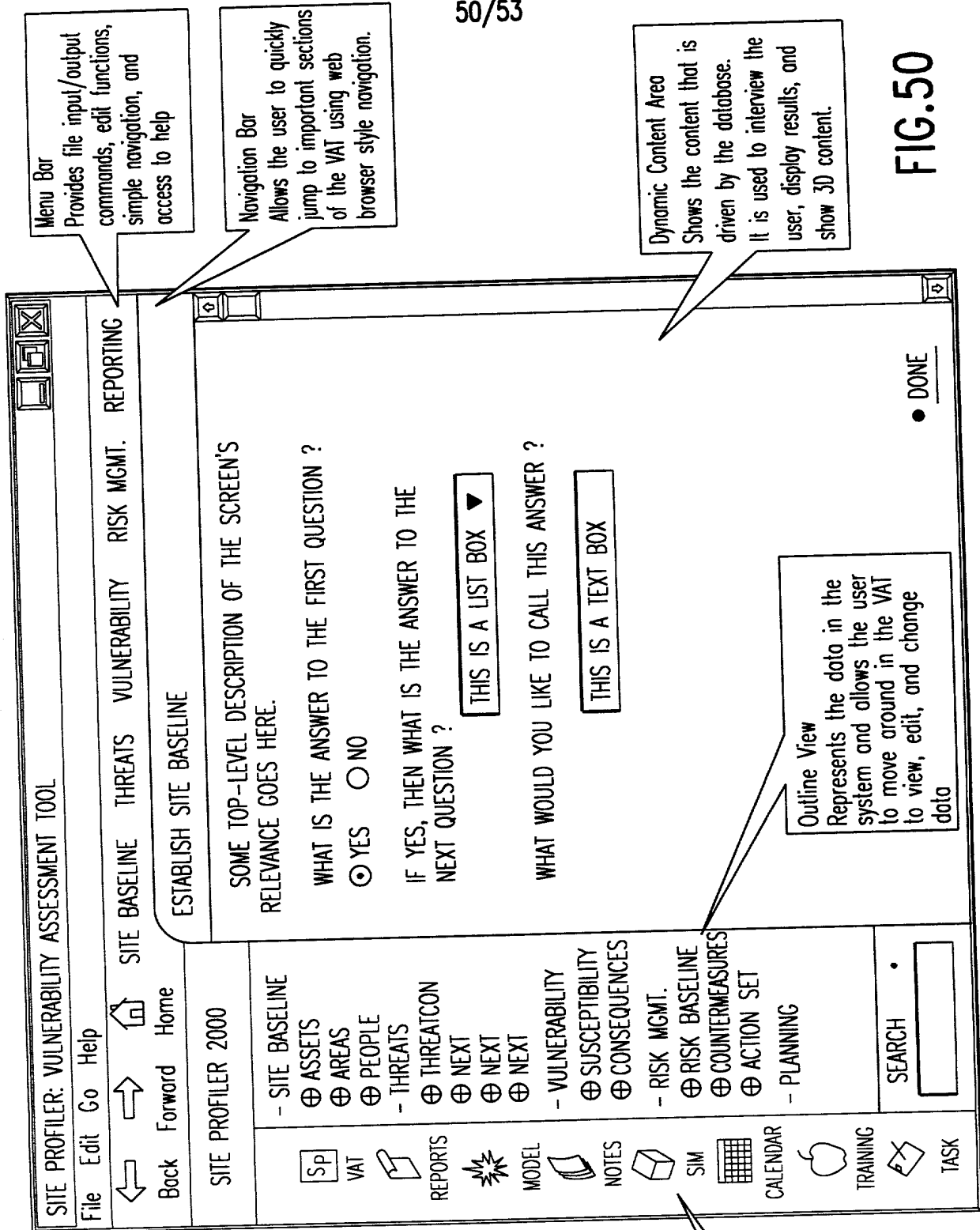
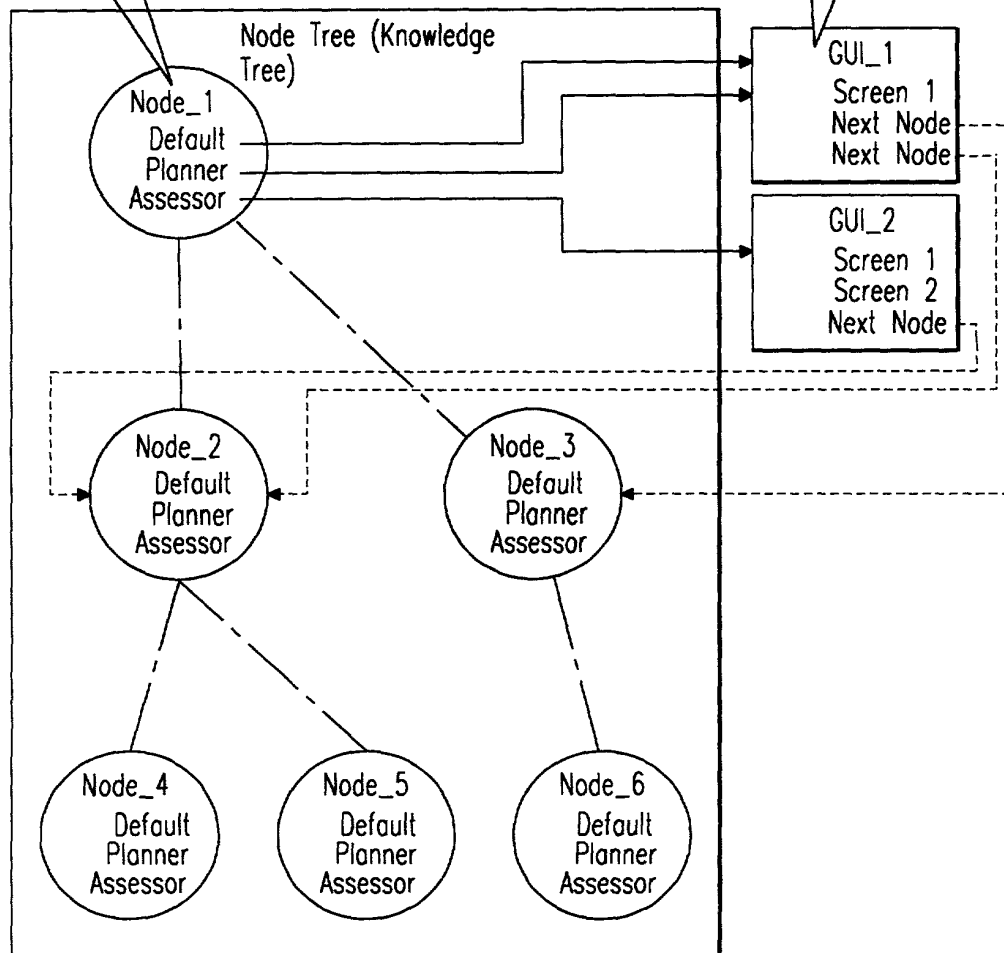


FIG.50

Nodes in the Node Tree have pointers to descriptions of their user interface. Each node can have multiple user interfaces associated with it. Different ones are used for different types of users.

Each GUI description object describes the GUI for a node. It can contain database input, output, buttons, graphics, charts, and graphs. It can also specify what node GUI should be shown next. If a node is not specified then the GUI Engine will determine the next one based on the Node Tree relationships and data dependencies.



Legend

- Node in the Node Tree
- GUI description object
- Node Tree relationship
- > Pointer to a GUI Description
- - -> Pointer back to a node

FIG.51

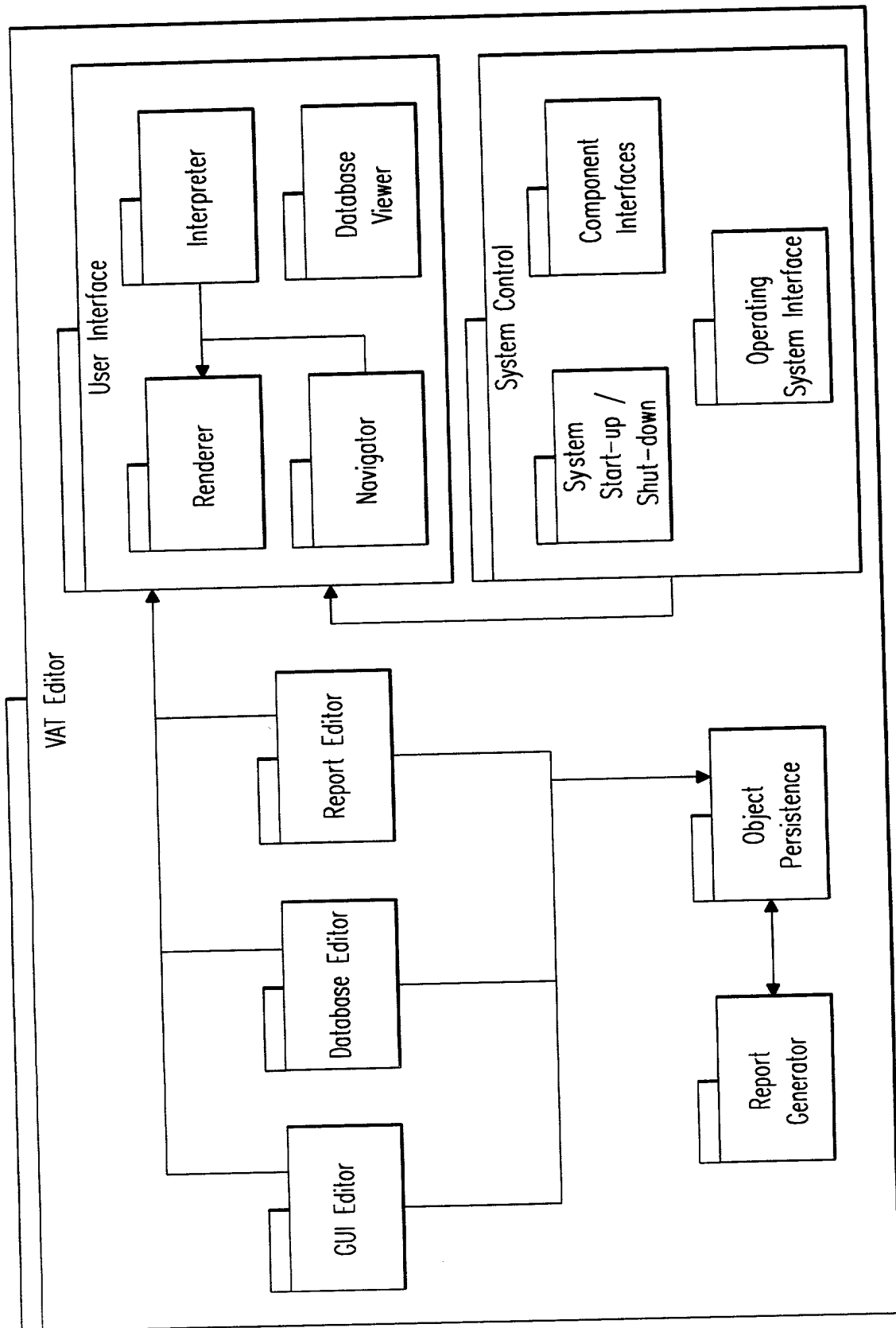


FIG.52

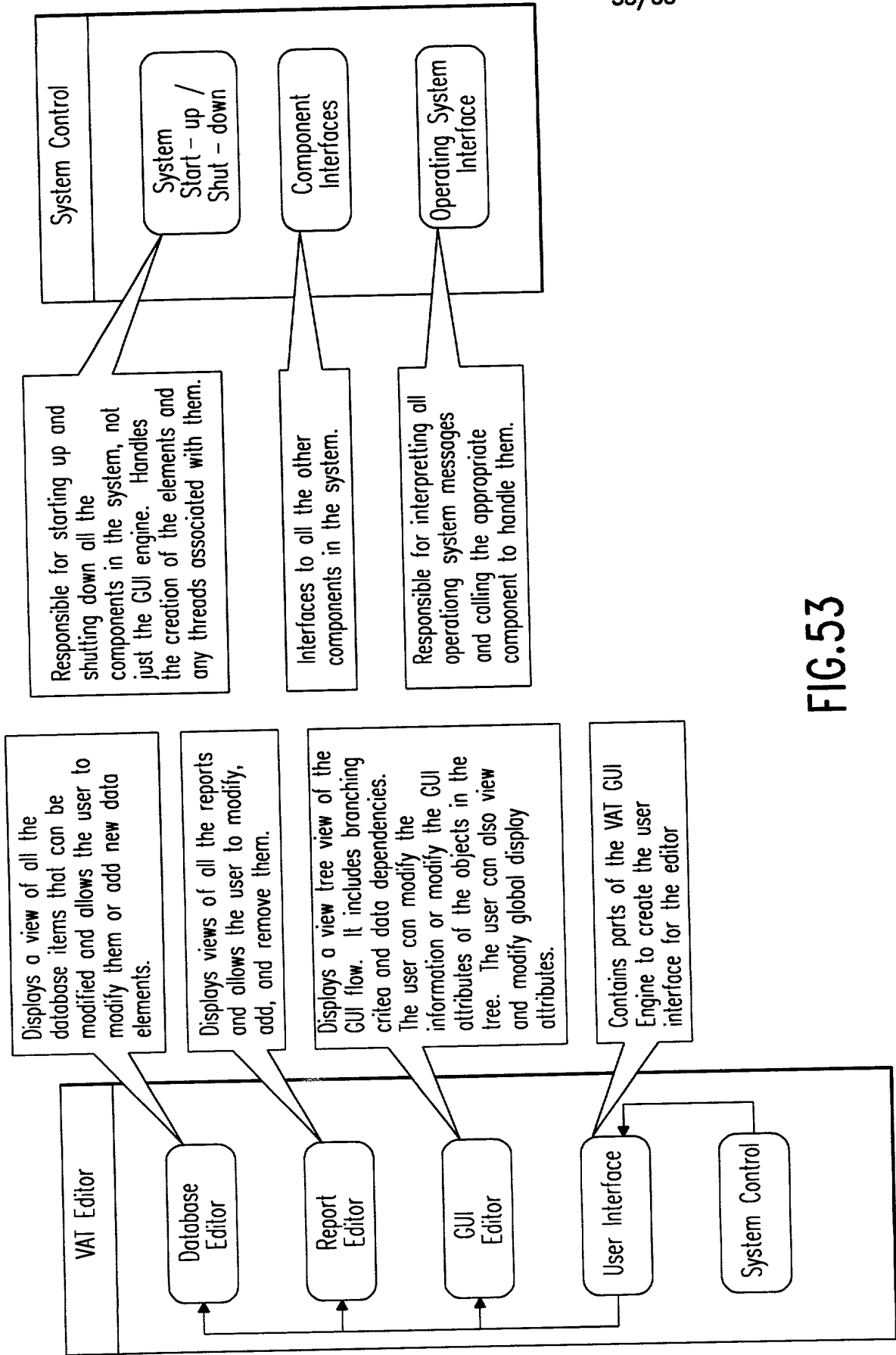


FIG.53